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JUNE 1992

ISSUE 1

# GB ACTION

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THE UNOFFICIAL ACTION MAG FOR YOUR GAME BOY

## DREAM MACHINE!

Nintendo's  
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COLOUR  
Game Boy  
revealed



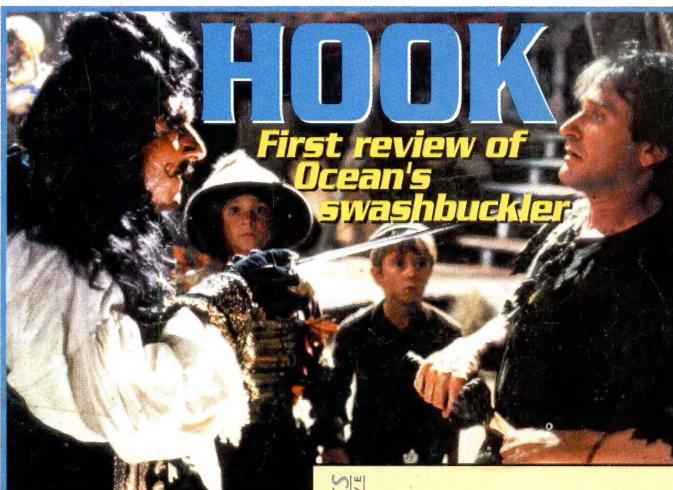
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- *Prince of Persia*
- *Tiny Toons*
- *Bill and Ted...*
- plus bags more!



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# Soccer at its Best!

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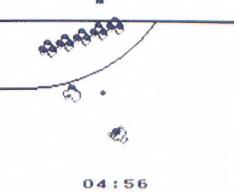
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GAME BOY



SUPER KICK OFF (Gameboy)



04:56

KICK OFF (NES)



KICK OFF (Super NES)



KICK OFF (Super NES)



### REVIEWERS RAVE

Best since Mario 3 - Glue The Cartridge In The Slot.

Best thing to happen to Gameboy since Tetris.

Your family is going to have to drag you screaming from the NES.

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Winner of Game Of The Year and European Game Of The Year awards, KICK OFF is a sports simulation which is accurate and realistic yet great fun to play.

The sheer quality of the game play has thrilled millions of soccer addicts, young and old, right across Europe. Just like the real thing, it is EASY TO PLAY but HARD TO MASTER.

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# FROM THE TOP



## A Message From The Ed

Welcome! GB Action is your passport to the crazy world of the Game Boy, the first magazine solely dedicated to the Nintendo hand held. With 100% coverage for the world's favourite palm pleaser, GB Action is a must for anyone who has ever picked up the little grey games machine.

There are around 1,000,000 Game Boy owners in the UK alone. If you've got a Game Boy then GB Action is for you – it's jam-packed will everything you need to know, just take a look at what's inside...

### News

Every month we will be scouring the earth in search of the latest gossip and developments in the Game Boy world. You'll be the very first to know what's what.

### Previews

Brought to you will be the earliest in-depth looks at the up and coming games, behind the scenes interviews with some of the most dynamic game designers in the business, and the low-down on the hottest games due for release.

### Reviews

Keep on the ball with our hard-hitting analysis of the most up-to-date games. Our aim is to ensure you purchase only the best available. Thanks to GB Action you'll never buy another duffer.

### Competitions

GB Action will be a winner every time for serious Game Boy addicts. Every month you'll be able to enter the very best competitions, offering you the chance to win those luxury goodies you've previously only ever dreamt of.

### Features

GB Action will gaze into the manic world of hand held gaming, letting you know just what's happening out there. How is a game programmed? What are the best accessories? These are just a couple of the questions to be asked.

### Cheats, Tips and Guides

The latest cheats and tips will be included to help you through those trickier sections, plus full player's guides to help you complete those seemingly impossible games.

We hope you enjoy reading GB Action, remember to look out for it every month!

Why not also share your views, comments, tips and problems with the readers by writing to: GB Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

Cheers, Nick

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Interactive Group

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Original design by  
Jonathan Ross/ Jane Gollner

# COMAG

Issue 1 June 1992

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## News

Hot out this month is the latest on Robocop 2 as Ocean's ironclad enforcer hits you square in the chops. Also, feast your eyes on F-15 Strike Eagle, Mr Do, Blade Warrior, plus...

63

## Q & A

A problem shared is a problem halved and our Bri, sharp as they come, is your man.

48

## Tips

Frustrating isn't it when you get so far into a game and then come to a total impasse. Well, shout at your mum no longer for GB Action is set to offer assistance. This month get to grips with Hunt for Red October, Operation C and Nemesis, plus codes for Mercenary Force, World Cup, Pipedream and Bill and Ted's Excellent Adventure.



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# ADVENTURES

## 8 → The Great Colour Up

Turn to our superb feature for the latest info on the life, loves and adventures of the eagerly awaited colour Game Boy. Does it really exist, how will it fare against its competitors? We dish up the dirt on what's what with the technicoloured marvel.

## 46 → Win Two Mountain Bikes

A rather excellent opportunity to put pen to paper and win yourself one of two brand-new, 15 gear mountain bikes. All you have to do is answer the simple question and then go out to buy a stamp. Easy or what?



## Player's Guides

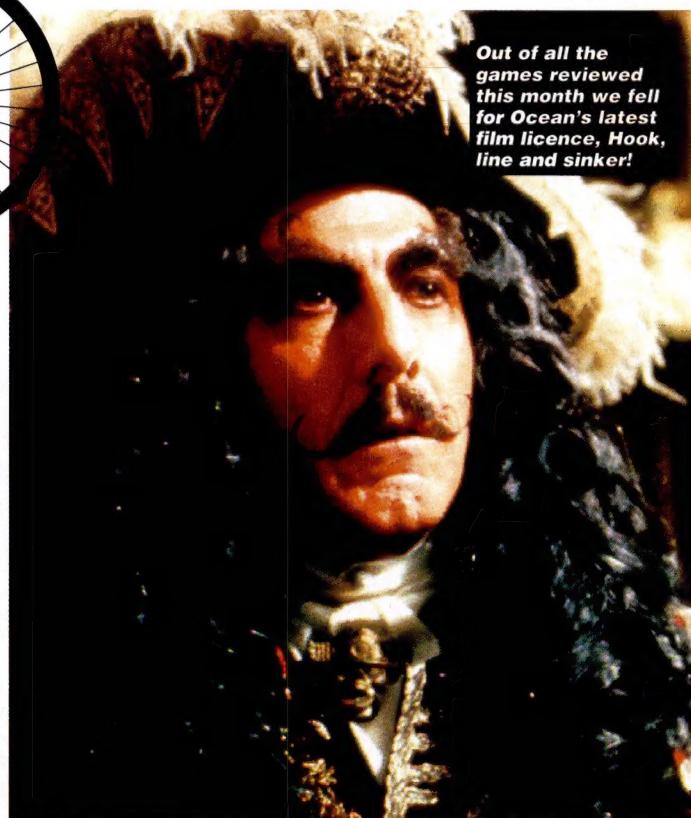
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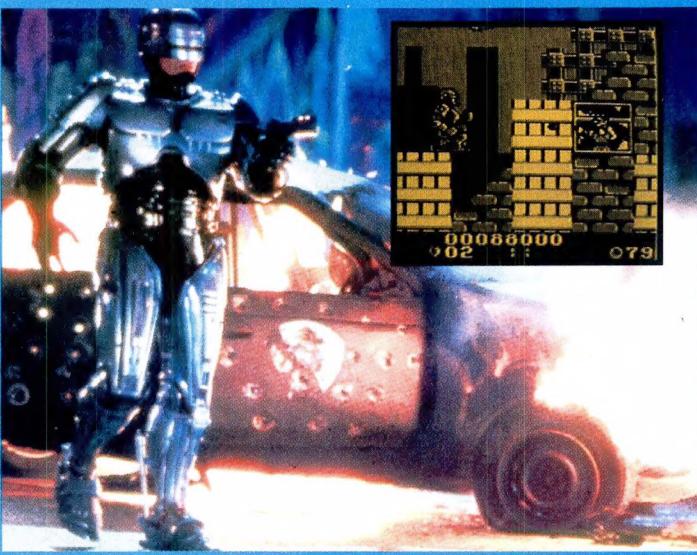
## 16 → Sneak Peeks

Want to know what's going down in the world of the Game Boy? Then look no further and take a nifty through the new products set for release in the near future. Giving you a taster of what's to come is Storm's Castelian, and both Speedball 2 and Xenon 2 from the illustrious Bitmap Brothers!



JUNE '92  
GBA 5

## Robocop 2

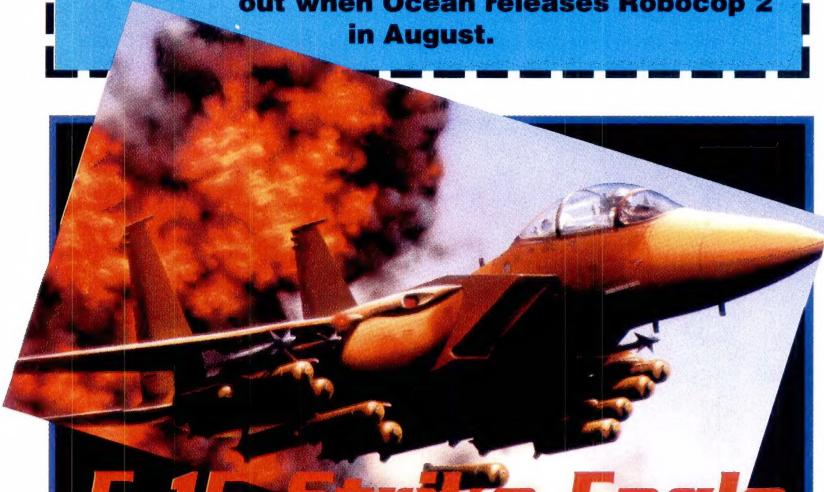


**I**t's your move creep, as Ocean prepares to release its metallic hero onto a Game Boy screen near you.

Based around the plot of the film, the action sees you as the gun-toting Robocop, aka Murphy, in a desperate struggle to rid old Detroit of a deadly drug menace known on the streets as Nuke.

As the ironclad law enforcer you stalk the streets shooting drug-crazed hoods. The final showdown is against a menacing mechanical opponent. Can you save the people? Find out when Ocean releases Robocop 2 in August.

GBA 6  
JUNE '92



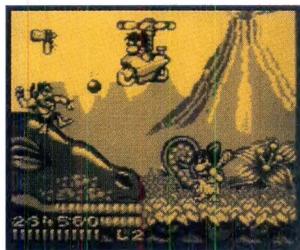
## F-15 Strike Eagle

**M**icroprose Software is busy working on its first Game Boy title. Penned in for a Christmas release, F-15 Strike Eagle is a conversion of the first flight sim to appear on a home computer and sees would-be fighter pilots speeding through a 3D world.

The programmers have successfully recreated the feel of flying rather than just have a stream of targets coming towards you.

In all, you have four levels of difficulty and a variety of missions. Viewed from the cockpit, F-15 Strike Eagle promises to be really special.

# NEWS



Witness the humour recreated from the coin-op with this sure-fire winner from Elite

## Joe and Mac Caveman Ninja

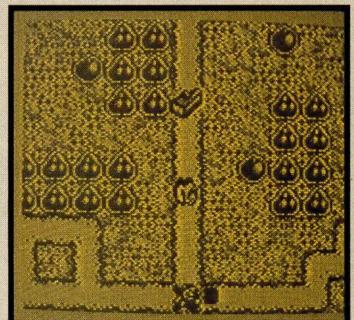
Hold onto your hats as Elite gets ready to release the third of its Data East coin-op conversions. Available in September, Joe and Mac Caveman Ninja follows the antics of two Neanderthals bidding to rescue their kidnapped cavegirls from a neighbouring tribe.

While Mac is hunting for the next T-bone, Joe keeps guard over the women folk, or rather falls asleep. He awakens to discover the cave empty and sets off on the adventure of a lifetime in a cartoon-style platform romp.



## Mr Do

You can't beat the classics and it looks like Ocean has struck upon a winning formula. Cast your mind back to the birth of computer games: Invaders, Asteroids and Pac-man.



Among the second generation of games there was a cute maze-style title known as Mr Do.

Dressed as a clown your task is to run around a series of underground passages while collecting various goodies.

Of course you also have to look out for the preservable meanies which you can dispatch with a swift and well aimed throw of your handy snowball. Due from Ocean in July, Mr Do is looking good.

## Best of the Best Karate

French publisher, Loricel, is planning to release Best of the Best International Karate on the Game Boy during September.

Those of you who know your games will probably be familiar with Loricel's previous beat'em-up hit, Panza Kick Boxing.

Well, this new game is all the old one was, and more. If you're looking for the ultimate fighting challenge this may well be the one!

## Blade Warrior

Top programmer, Jason Kingsley, is beavering away at his first Game Boy project, an atmospheric RPG/beat'em-up. Using state-of-the-art silhouette-style graphics, you, a knight, travel the land and collect pieces of a mystical tablet.

You locate the sorcerer's tower and trade the complete tablet for a sword before defeating the evil mentor. Due out in October, it will be published by Virgin.

Gremlin Graphics has been busy working on a number of Game Boy titles over the past few months. One of its first titles will be centred around Nigel Mansell.

Due out in November, the game will be played in first-person perspective and takes place over all 16 world championship circuits.

Nigel Mansell Grand Prix

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# The Colour All You

***The Nintendo colour hand held could be the most long-awaited games machine in the world. We know it's coming sometime, we know it's going to be special, but is that all we know? Jason Spiller attempts to unravel the great colour up....***

For the past three years there have been any number of claims of sightings of the elusive colour screen version of the Game Boy. Some people have even boasted to having played the machine, yet Nintendo adamantly continues to deny its existence.

But it does exist. Of that there is no doubt. I have seen it (Las Vegas 1991). During a brief wander around the Consumer Electronics Show there, I popped my head around the corner of a mysterious looking room, and there it was. No doubt about it.

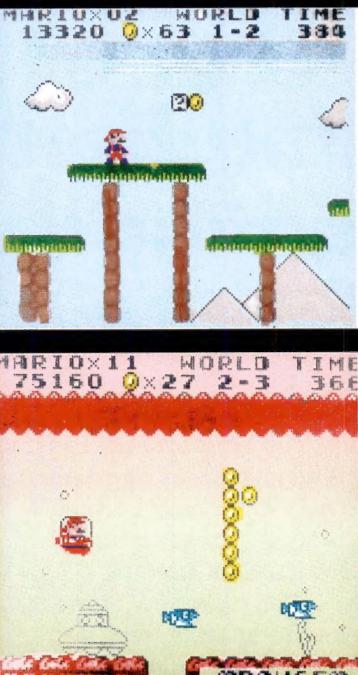
So, the colour Game Boy is real, but what is it, when is it coming out, and exactly how much will it cost?

### Colour Me Bad

Nintendo has sold a phenomenal 15,000,000 Game Boys. But why has a hand held mono graphic machine with limited sound knocked the colour screen, beefier sound of the competition, Atari's Lynx and Sega's Game Gear, into the proverbial cocked hat?

The criteria is a machine to be pocket-sized and portable. The Lynx for one would only fit into the keenest train-spotter's anorak pocket and has what can be best described as a voracious appetite for the old Ever Readies. Sega's popular Game Gear isn't any less of a power cell guzzler either.

Thus these fine game machines are often confined to the house, close to an available power point,



which does defeat the object somewhat doesn't it?

Despite the obvious fact that the Game Boy lacks the visual and sonic punch of its competitors, it fits the bill as a hand held perfectly.

Its diminutive size means it can slip into the snuggest fit jeans pocket, it sips the old battery juice like a bird, and there's a veritable mountain of games available for it. What more could you want?

### The Way It Could Work

But what if Nintendo has developed a colour Game Boy? Will it be bigger? Will it be a battery guzzler? Perhaps at this very moment Nintendo is trying to rectify these things! Atari's chunky Lynx has a sizeable 3.5 inch colour screen, 160 by 102 pixel, and Sega's Game Gear is only a shade smaller.

# Our Game Boy: Need To Know

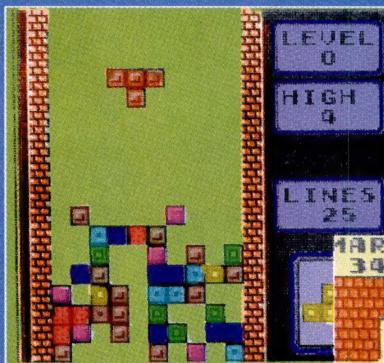
## This Is What It Could Be Like In Colour...

When the Game Boy arrived, black and white was fine. Now with the likes of the Game Gear and Lynx around it's time to trade up. It is widely believed that some games being designed for the Game Boy are really in colour...



### Prince of Persia

(Above & above right) The stunning arcade epic, Prince of Persia, has many shades of grey on the mono Game Boy, but could have a whole new dimension and a world of colour if you had the chance to play it on a colour Game Boy



### Tetris 2

(Above) The Game Gear's Columns versus the Game Boy's Tetris? No contest, especially if it were in colour! Tetris wins every time



**Super Mario Land**  
(Below) An all-time classic... Mario offers the ultimate challenge in platform action. In black and white it's good, in colour it could be even better. Rather than dull greys, you could soon be playing Mario in 16 wonderful colours!

## ...Or Could It?

Both have back-lit LCD colour screens and it is likely that Nintendo may have adopted this technology since these colour LCD screens are readily available in the Far East.

In the hotly contested race, Atari's Lynx boasts some amazing graphical and sonic capabilities, a four megahertz screen and stereo sound with the capacity for digitized speech. But as described, it's a bulky, greedy bus.

Nintendo's aim is of course to make the colour Game Boy as small as its mono predecessor and also as economical.

As has been proved by the incredible success of the mono version, we are more concerned with a hand held that will face all the usual rigours, provide bags of entertainment, and which can be taken on our hols.

The quality of graphics and sound seems to be a less important issue because it's gameplay, addictiveness and numerous other over-used adages that count.

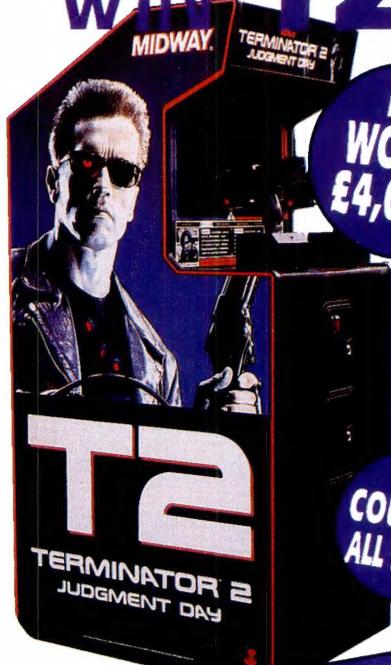
### Use That Last Par As a Call Out

The tech-specs of Nintendo's machine are of no importance. What you can rely on is something small and economical which will come with some great new games and colour versions of old favourites.

It's also rumoured that the colour machine WILL play your old mono games. Pretty good so far. Price is difficult to predict although we reckon it'll weigh in at just under £100. But when will this little wonder be arriving? Try September 1993.



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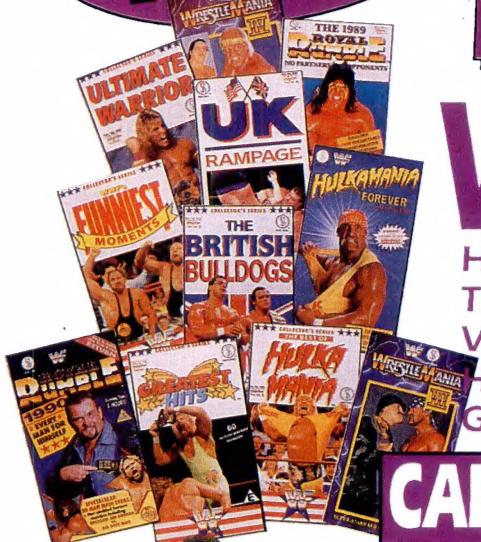
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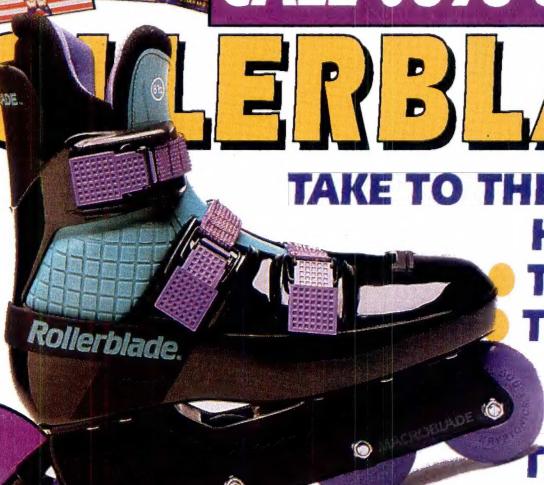


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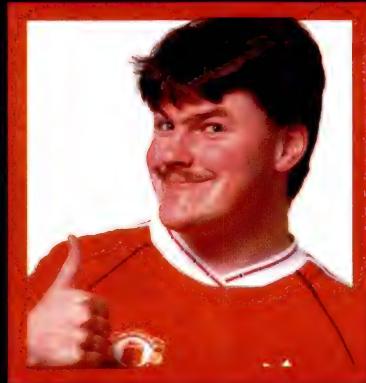
IT  
COULDN'T BE  
SIMPLER!!

0891 334082

# Reviews

## **Brian Sharp**

Despite his gone-to-lunch mush, our Brian really lives up to his name... Brian. I mean Sharp. He's as sharp as a razor and despite his Chippendale-like looks, this guy is no bimbo. When he sets his beady little eyes on the Game Boy screen there are few people who can beat this boy when it comes to the crunch.



## **Andrew Sharp**

Andy is little Bri's brother. Yep, like a Gillette slalom, we've got two razor 'sharp' edges on the team. When they hand in their editorial bang on deadline everyone sighs, "phew that was a close shave!" Andrew likes hanging out in bars. One night he struck lucky and found some chewing gum under the seat of a stool.



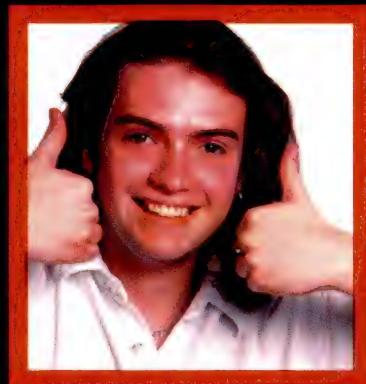
## **Alex Simmons**

Looking at Al, you wouldn't believe he was the son of Mr and Mrs Simmons of Crescenza Court, Newport, Pagnall... that's because he's not. Alex, short for Alexandra, has a massive collection of crochet patterns and can run up a bridesmaid's dress before you could say, "hands off or I'll tell me dad!"



## **John Davison**

Despite heavy hints, John "wiggly" Davison refuses to take off his ridiculous 'Irish jig'. But baldness is a sign of virility! John often plays air guitar to the latest Metal thrash 'n' bash. He's an accomplished axeman too. Says John, "if I had the money, I would buy a Spear and Jackson. B and Q has got an offer on right now!"



## **Inside**

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***Fighting Sim* ..... 14**

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***Wacky Races* ..... 18**

***World Circuit Series* ..... 38**

***WWF Superstars* ..... 12**





"Only a big, beefy guy like myself could get away with wearing such ridiculous underpants in public. The shower cap adds that little something too, doesn't it?"

Definitely one of the better versions, comparing favourably to its SNES counterpart.

Tonight's big grudge match is between the mighty Hulkster and Mr Perfect. But can Mr Perfect be good enough to stop the Hulk maniacs from giving their hero the inspiration he surely needs?



1



YOU KNOW WHAT, MR PERFECT? YOU'RE A PERFECT DISGRACE!

Ooooh, Hulk! You'd better not let your mother hear you say nasty things like that or you'll get no Shredded Wheat for brekkas...

# WWF SU

***No matter what I may say, anyone under the age of 12 will drag their parents down to the local software emporium and purchase this product pretty pronto. Let's hope it is actually a game worth playing!***

**O**h lucky me! If the truth be known I find wrestling to be a most tedious way of spending four or five hours sat like a vegetable in front of the telly, watching two grown men pretend to hit each other and fall over at the slightest touch!

**The Incredible Hulk**  
Thankfully this 'sport' shows great potential for an action-packed beat'em-up. The aim of WWF is simple; beat the living daylights out of anyone who gets into the ring and dares to face you to win the crown.

However, this is a far from simple task for the opponents are also trying to do the same.

Believe it or not, the fighters do give the impression of hitting each other here rather than stamping their feet to make you think a punch has occurred.

Mr Perfect, Ultimate Warrior, Hulk Hogan, Randy Savage and the Million Dollar Man can all be played by you. Whichever you don't play become your opponents.

You'll have to beat them all if you're going to win the WWF belt at the end of it all. Dropping them isn't going to be easy, in fact it's nigh impossible.

Each fight involves tapping the buttons in certain combinations to

perform various punches and kicks on your opponents.

This process is repeated until one of you falls and hits the canvas, allowing the other to leap on top of the wounded and pin him down for more than three seconds. Obviously the less energy the player has, the easier he'll be to pin down.

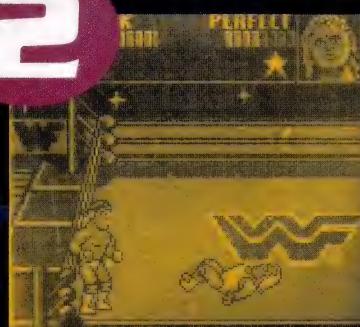
You can also throw your opposition out of the ring and then beat him up outside. Take longer than 10 seconds doing this and the game will be halted. Anyone outside after the count is penalised.

The action will swiftly turn to inside the ring once more and the fight continues, unless you have selected a single bout match.

When you select your chosen wrestler you also choose how many bouts you want the match to be fought over and a time-limit for the whole period.

Although this can be a continuous fight you can stop after five or 10 min-

2



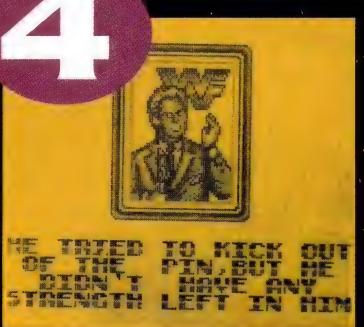
You'd better roll out of the way pretty sharpish before your opponent leaps off the ropes ready to flatten you to the canvas! Ouch

3



Ha! After three seconds of torture for Hulk he finally has to give in to Perfection for he is pinned to the deck. Shame really...

4



HE TRIED TO KICK OUT OF THE PIN, BUT HE DIDN'T HAVE ANY STRENGTH LEFT IN HIM

The fight is won but the crowd isn't happy. How could the hero lose the world title? Only God knows the answer to that one!

## Wrestling Trivia

The mighty Hulk Hogan, movie star, has won the WWF crown more times than any other wrestler, although the exact number is not known at the moment. The current champ is Macho Man Randy Savage who actually married his wife in the ring in front of the extremely large crowd!

# WWF SUPERSTARS

utes depending on how long you feel you can last against each fighter.

You opponent doesn't always have to be computer-controlled because there is a game link option where you can battle against a friend, as long as they've got a copy of the game too.

### A Right Royal Rumble

Each fight is one on one. There isn't an option to have a tag team match or take part in a rumble, a shame really for it could have added a lot.

Being able to beat up loads of opponents at a time would have been an incredible amount of fun, just like the arcade version, but sadly the programmers decided to leave it out.

Before each match starts the two fighters will stand at each side of the ring and have a slugging match at each other in front of the capacity crowd.

This serves no purpose whatsoever, it just adds that bit of realism to the product.

These are humorous to begin with but after a few games they do begin to get very tedious indeed and can thankfully be skipped by simply pressing the start button!

### FACT FILE

**SOFTWARE HOUSE:** Ocean

**SUPPLIER:** Ocean

**PRICE:** £24.99

**NO OF PLAYERS:** 1

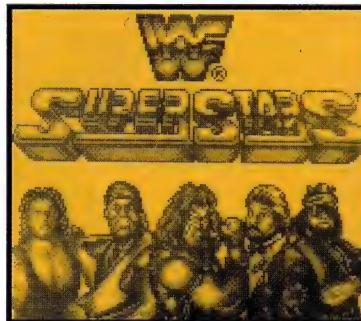
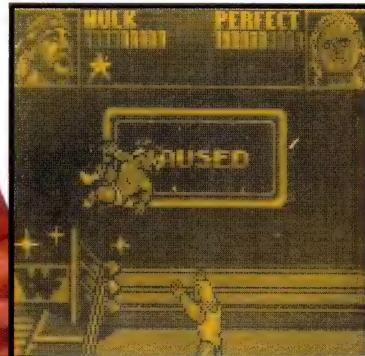
**RELEASE DATE:** June

**OFFICIAL**

### BRI'S COMMENT



WF Superstars is very well presented. The graphics are excellent with smoothly animated sprites. The theme tunes are easily recognisable too. The fights are fun to take part in with the two-player option adding a lot in the process. However, the distinct lack of moves to perform puts the product down somewhat.



Above - The five wrestlers you can play in the game line up for inspection. Hang on! Where's the British Bulldog? Tsk! They've forgotten him, the basts... Left - The Hulk is thrown violently from the ring. He'll now have 10 seconds to get back in before he loses the match!

### JOHN'S COMMENT



Big burly lumps of muscle hurling each other around within a confined area seems like a perfectly civilised sport to me, and very popular with the kids! Of all the games based on the sport, this is definitely one of the better versions, comparing favourably to its SNES counterpart. Nice graphics, good gameplay, not bad at all.

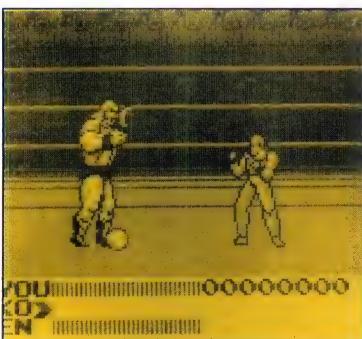
**Fed up with having to buy a different game for each style of hand-to-hand combat? If so, then this is the game for you. It contains more fists hitting faces than any other on the market.**

# FIGHTING SIMULATOR FLYING WARRIORS

Sky Sports

With a hefty thwak, ka-pow and crunch, dozens of beat'em-ups have arrived in the gaming world. Most have been, to be honest, rather crud.

Non-stop violence is the name of the game here. There are seven different types of contact sports available for you to choose from: kick boxing, karate, kung fu, boxing,



Seems a little unfair this doesn't it? Well, maybe you'll think again when you learn that I actually am that tall, beefy wrestler...

**There are so many moves for you to master that you'll probably never want to play it again.**

wrestling, sword fighting and also martial arts.

You will then fight against a number of opponents until you are either dead or win the world championship with pride.

Each confrontation will take place

over one or three matches and you can choose exactly how long you wish to fight for.

During each fight there are many manoeuvres for you to perform against the opponents in an attempt to harm them as much as possible.

The adversaries you face are initially fairly tame fodder but gradually become harder and stronger until you have to be practically an expert to defeat them.

## Head Crunching

Thankfully there are three different skill levels so you can start off the game with a minimal chance of being

beaten up by the first opponent.

However, this isn't the only game in the package; there is also a standard scrolling beat'em-up affair called Flying Warriors. This is very much like Altered Beast, only much worse!

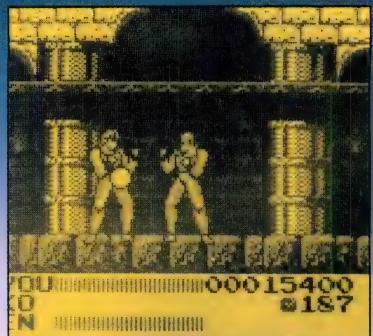
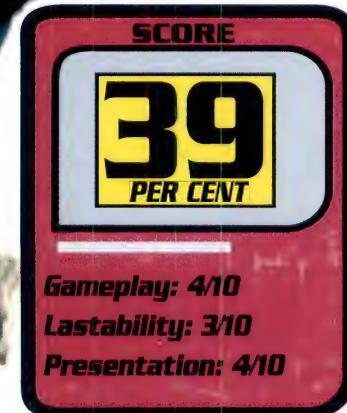
You control a bloke called Rick and all you have to do is walk along and kick every nasty who gets in your path.

Now this would be the saving

## Fighting Trivia

*The beat'em-up is the most popular type of coin-op machine, surpassing driving games and shoot'em-ups by far. The style has even overlapped to The Turtles and Bart Simpson.*

© Sky Movies



The first end-of-level guard in Flying Warriors is so bad that you'll regret ever playing the game!

## BRI'S COMMENT



With so many styles of combat and two types of game available in one package you could be forgiven for thinking that this is good value for money. Sadly each sport is badly implemented with jerky sprites and very annoying gameplay. This is a very substandard product indeed, believe me! Don't buy it!

grace of the game if only each end-of-level guardian wasn't built in exactly the same mould as those in the one-on-one section, namely rubbish!

There is also a link-up option where you can either do the mission together or have a one-on-one fight to the death against each other.

## Two Are Better Than One

Now, this would probably be alright save for the fact that you have to own two copies of the game and I can't honestly see someone buying it once, never mind twice!

A thorough memorising of the manual is in order before you even think about playing. There are so many moves for you to master that you'll probably never want to play it again in your life!



The main section of Flying Warriors is actually quite good. It is just a shame that it's surrounded by so much dire stuff!

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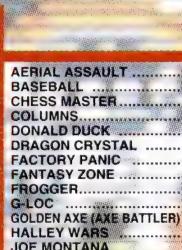
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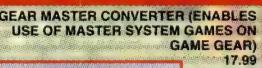
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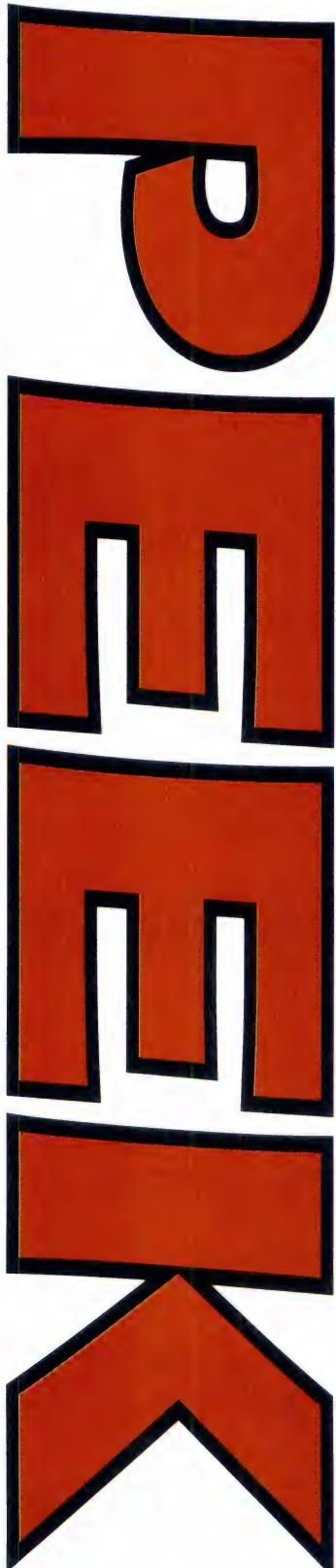
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# SNEAK!



# CASTELIAN

**H**

owever, if you happened to be the big boss president of Domoloco and Sons Inc, things didn't look all that hot really! Practically overnight the island has been surrounded by seven alien towers.

They can only have come for one thing, the nation's precious gem deposits which are of the highest quality in the entire universe. If just one more tower appears the island will be cut off completely.

To try to get these infernos demolished, the president wakes our hero, Julius, an employee at Domoloco and Sons. This is where the game begins.

#### In a Pickle

If you haven't already figured it out, Castelian is basically Nebulus for the Game Boy.

The eight levels here are similar to Nebulus too, with bonus levels between each tower. To reach these stages you must get Julius to the top of a tower by manoeuvring the numerous stairways, elevators and by using the doorways correctly.

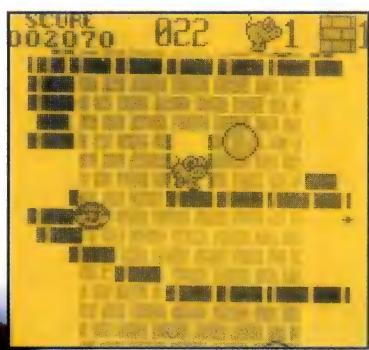
Sounds simple eh? Well, not quite, during all of this you'll find yourself working against the clock!

To make life even more difficult there are several deadly obstacles; some can be destroyed or stunned, but others are indestructible and no

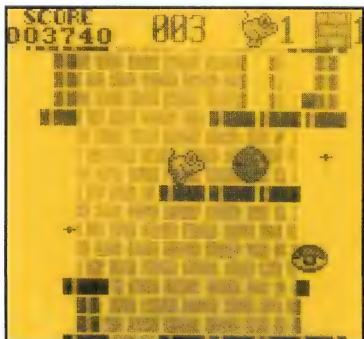
*It was another typical summer morning on the island of Jemmerville, typical because every morning is a summer morning there. Both suns had risen and everything appeared to be fine and dandy...*



**Left -** Here we can see Julius at the bottom of the tower on level one. A good piece of advice is not to go to the right. Thank me later



**Don't stand about for too long or the bouncing thingies will knock you back down, not at all funny!**

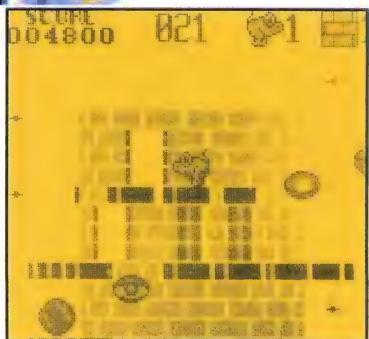


**Weak ledges, large balloons and huge bouncing eyeballs are just a few of the obstacles to avoid. Could you cope?**

amount of firing will damage them. That leaves you absolutely no chance to relax at any time!

Once a tower has been destroyed, our hero advances onto the bonus level where there are plenty of goodies to be collected, including diamonds, sapphires and, if you make it that far, extra time to help you out on the next level.

Castelian looks and sounds good and, if there's any justice in this world, should be as big a hit as Nebulus. The game is due to be released around July and will be reviewed nearer the time.



**To get to the other side of the tower, go through a doorway. The tower spins 180 degrees and hopefully there'll be a platform!**

GBA 23

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**'Ere we go, 'ere we go, 'ere we go! Yes indeedy doo, yet another version of Pro Soccer is unleashed on the unsuspecting public, spreading the appeal of what was once called Kick Off to thousands more! Will this incredibly famous footie game be the roaring success on the Game Boy that it was elsewhere?**

## Soccer Trivia

**Kick Off, or Pro Soccer, is now the most converted computer game ever to appear courtesy of a British developer.**

**At present there is a version available for just about every single commercially viable format!**

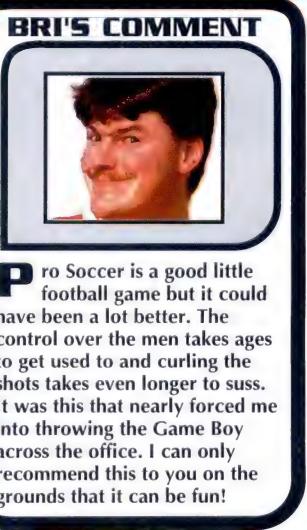
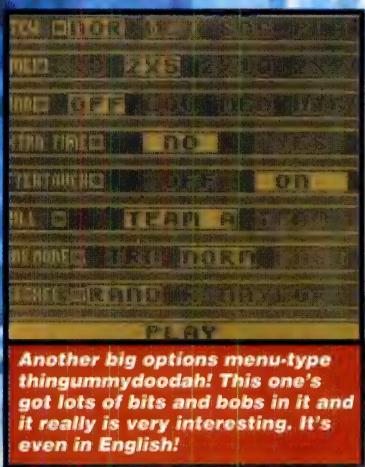
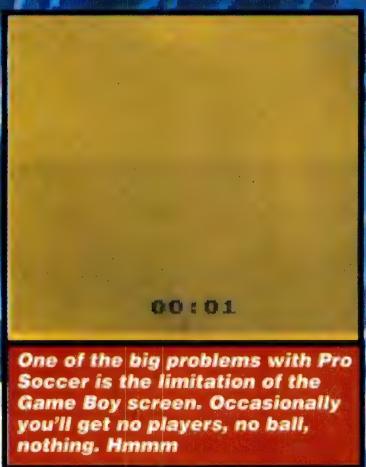
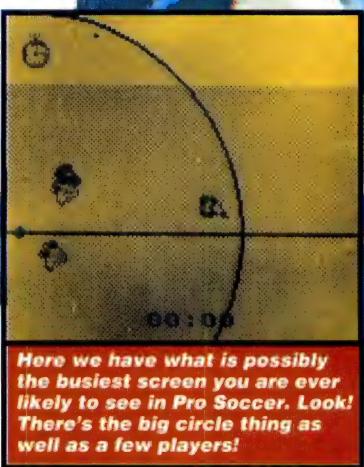
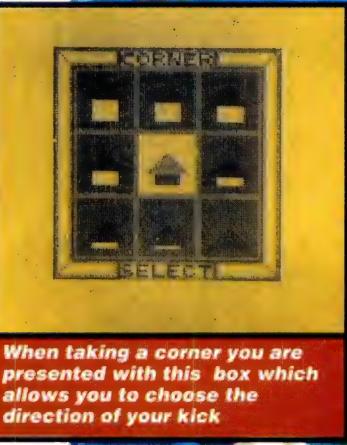
**Football has been the subject of more computer games than any other sport. This is closely followed by golf.**



# PRO

**F**or those of you who either know nothing about the computer games industry from the last few years or are immensely stupid, Kick Off remains the most successful soccer game to ever grace a computer screen.

The developers from Anco said... "hmm, this seems like a money-spinner, let's convert Kick Off to every format and make loadsa dosh!"





It's one of the few representations of soccer that actually seems to work!

# SOCCER

Boy oh boy has this worked! Previous versions of Pro Soccer on the Master System, Game Gear and NES have proved to be incredibly successful! What's all the fuss about?

For a start, it's one of the few representations of soccer that actually seems to work! Although visually very

er... shall we say 'minimalist', it is fast paced and manages to create a superb game of footie.

Basically you get a bird's-eye view of the game where the screen is centred on the ball and tracks it across the pitch by scrolling at ludicrous speeds.

All this occurs as your big burly footie players lay the boot in left, right and centre in their struggle for victory.

Control is really very simple and even a real thicky like me could get the hang of what's going on.

## Kicking Off

You have control of whichever player is closest to the ball. You simply guide the ball by running along behind it and booting it in the appropriate direction.

What's more, you also have full strategic control of play formations and player positions, so you can

pretend to be the manager as well as the dippy player.

Unfortunately there is at present one itsy bitsy problem that rears its ugly head regarding bits of writing on the screen for these manager bits.

It's all in Japanese! All well and good if you are actually Japanese, but I'm not... and as a result I couldn't make head nor tail of what some of the options were!

Fortunately though this conversion is so close to the Amiga original that I managed to cheat a bit and read the old Kick Off manual. Talk about resourcefulness or what?

To be frank I really quite enjoyed bashing the ball about a bit on the Game Boy.

Admittedly there were times when I felt like booting the hand held itself around but, on the whole, this is quite good news really 'cause I absolutely loathe football!

Good test for a footie game that 'innit? Give it to someone who hates it and hope he enjoys 'imself!

## Football Crazy

So that's all those bits sorted out, but what are the graphics and stuff like? Does it look fabby doobie? Well, er, hmm... no.

The scrolling is smooth and there's not much screen blur, but it can be difficult to discern which team the players are on.

Tchh, the tribulations of a mono screen. Oh, for a colour Game Boy! On top of this there are a few other minor problems with the presentation that cause difficulties.

The original computer version used to put a map of the pitch and the

**SCORE**  
**78**  
**PER CENT**

**Gameplay: 7/10**  
**Lastability: 8/10**  
**Presentation: 6/10**

positions of the players in the corner of the screen.

The GB version doesn't have this. As a result there are times when you are staring at a screen that has nothing but a ball in the centre and no players in sight!

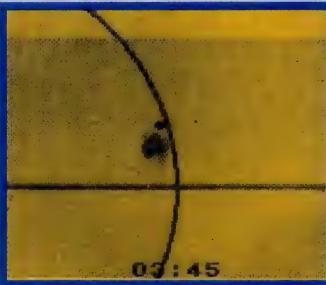
At this point how do you know which way to wiggle the D-pad to make your players appear??? I really don't know!

When all said and done though, Pro Soccer is pretty good and has been surprisingly well implemented on the Game Boy.

If you love football then I'm sure you'll have loads of fun with this. Furthermore it's got to be the fastest thing yet seen on the little grey machine! That scrolling really is pretty hot considering the limitations faced on this hand held!

JUNE '92  
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## Heading for Glory



Taking the ball, you head alone for the goal. Pity that whenever the game is paused to take a screen shot the ball disappears!



Finally you reach the goal. But will the ball get between the posts? Good grief, the tension is absolutely unbearable

## JOHN'S COMMENT



Considering I really have quite a strong dislike for football, I enjoyed this. Yes, I was impressed! The graphics, although a bit simple, are very fast indeed. My only quibble with gameplay is that it can get frustrating at times. This, however, is due to the limitations of the Game Boy rather than the game itself.

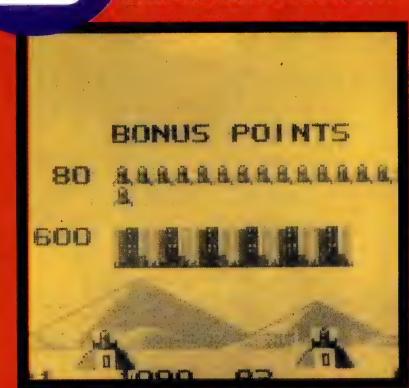
**At the start of the battle things are pretty simple. Just plain old boring missiles and nowt else! Cah! How tedious!**

**1**



## SDI Frolics

**3**

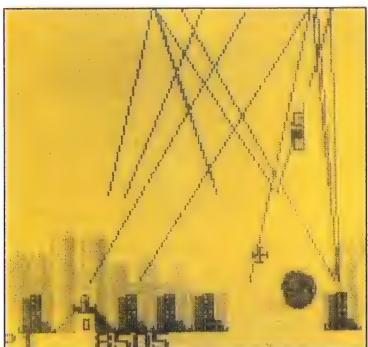


*Arrggghh! Now that isn't nice, how dare they send in the bomber to keep me on my toes! One quick blast near to it should do it!*

**M**issile Command was one of the first arcade games ever to appear for our pleasure. Since then things have become so spectacularly amazing that it now seems rubbish to look at.

Notwithstanding this, few games have managed to surpass its immense playability. It remains a true classic. This is the type of game in which you shouldn't let looks fool you.

Although the graphics may be rather basic, it is tremendous fun to play, proving once again that simple things work best. Just take a look at past hits like Pipe Dream and Boxxle.



*This is apparently known as being in deep doo-doo! One gun turret gone and each city looking in dire need of protection. My score is nearing that 10,000 mark though so I may get a bonus city when the level comes to a premature close...*



Your aim is to destroy waves of missiles heading towards skyscrapers in each of the various cities. This is done by employing two strategic defense weapons which you have on the ground.

On screen you control a target which is where your shots will travel to while your guns have 15 shots each with which to effectively complete every level.

### Def Con One

Missiles won't be the only things that fire at you as you progress; you'll have to deal with hi-tech bombers and UFOs which send a few more projectiles for you.

They all enter the screen and head straight for one of

**Get the finger over THAT button and defend many of the world's major cities from a great number of incoming warheads. Yes, the arcade classic has finally been made available for the Game Boy. Surely a game this simplistic cannot be awful on the hand held?**

your six targets on the ground. In some cases they may even be aimed straight for your gun turret, in which case shoot quickly!

If your gun turret is hit then it is destroyed, complete with all the shots. So if anything, defend this more than the cities in order to last that little bit longer.

To begin with, the enemy shots move slowly and can be easily annihilated. Anyone who can't get past the first level on the first go must be either A: living a sheltered life with only a thermos flask and a brown coat for comfort, or B: someone who is so bad at games that they might as well sell their Game Boy and start collecting stamps!

After getting through three or

## FACT FILE

**SOFTWARE HOUSE:**  
Accolade

**SUPPLIER:**  
Video Game Centre

**PRICE:** £24.00

**NO OF PLAYERS:** 1 or 2

**RELEASE DATE:** Out now

**GREY IMPORT**



*Yes, this is a boring screen shot but if you look carefully you might be able to see a family of mongooses nesting on top of that pyramid! They don't seem to mind the unusually hot climate. Oh, there are a few missiles too!*

### JOHN'S COMMENT



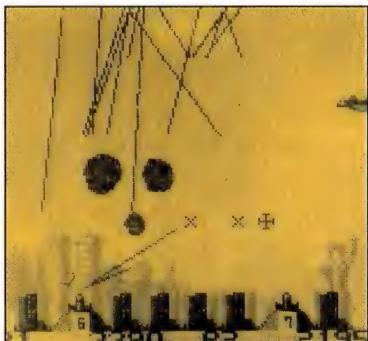
*T*here can be no doubt that Missile Command is a classic game. Oh yes indeedy doo! This Game Boy conversion manages to capture most of the action although it does take a while to get going! Shame you can't get a track ball for the Game Boy.



## Missile Trivia

Did you notice that when the T-1000 first discovers John Connor in the movie Terminator 2, young JC has just finished playing on the Missile Command coin-op?

# MISSILE COMMAND



Things are getting hectic, only this time I have a bomber to deal with too. A quick spray of defences across the bottom should give me enough time to move the target up to the offending flyer and blast it out of the skies

four levels things begin to hot up; the missiles come down at a faster rate, the bombers arrive in greater numbers and the UFOs start to appear and cause plenty of havoc.



### World War III

With every 10,000 points successfully won you'll be awarded an extra city, unless of course you still retain the full quota of six.

This means that you should never give up until everything is finished on the level. Even though all cities and

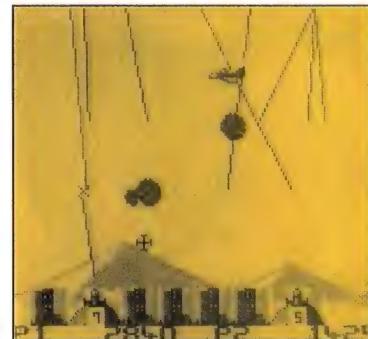
**Tremendous fun to play, proving once again that simple things work the best.**



guns are gone your score might sneak over the required amount, enabling you to continue.

The action is frantic while playing Missile Command, giving you little time for thought. However, one

(Right) The pyramids of Cairo are a glorious sight and the first target for the enemy warlords. Aim those defences well young man/lady and introduce them to Mr Explosion before an encounter with the grim reaper in a non-violent manner!



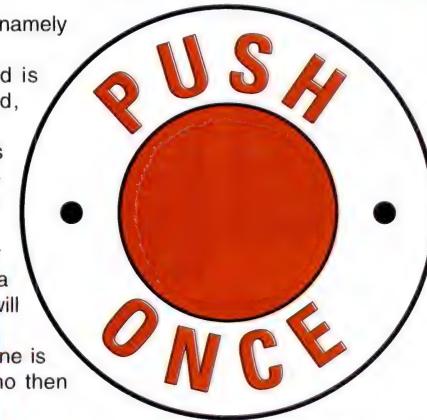
question does spring to mind, namely who is attacking you?

Every nation in the world is represented here to defend, except one – Iraq!

Could the programmers have really brought the game slap bang up to date? It is a little doubtful.

There is a two-player mode included but this isn't a link and the two participants will take turns.

After each level the machine is handed over to your mate who then attempts to beat your score!



### BRI'S COMMENT



Missile Command is very good to play. Things start off at a quite sedate pace but soon the action heats up and you find a very addictive challenge. Control over the target is easy to master and great to use. Fans of the arcade original will undoubtedly love it but this is the type of product that will appeal to just about everyone.

**1** **Enemy Missiles:** Your main adversary; these appear in great numbers throughout the stages and are easy to kill

**2** **Defence Missiles:** These are your one and only weapons. You get 30 of these to try and thwart each enemy attack

**3** **Cities:** If the enemy destroys six of these then that is the end of the game. Keep them away from harm

**4** **Gun Turret:** These contain 15 shots each but are rendered inoperative if an enemy shot hits them

**5** **UFOs:** To kill these you'll have to be a fine shot since they are very small

**6** **Bombers:** These fly across the screen and if left alone will fire more shots

**Strange Fruit?**

# SNEAKY

TOP SECRET

GBA 28  
JUNE '92

# SPEEDBALL 2



The 1970's movie Rollerball became the inspiration for the Bitmap Brothers' future sport, Speedball. The sequel, Speedball 2, can only be described as an epic.

The Bitmap Brothers created a corrupt, violent and soulless society, a civilization which lived for the game known as Speedball.

Widely respected as the graphic artists' graphic artist, Dan Malone fabricated a cold, grey world of granite and steel, a sort of futuristic Milton Keynes, a greedy society craving death, blood and destruction.



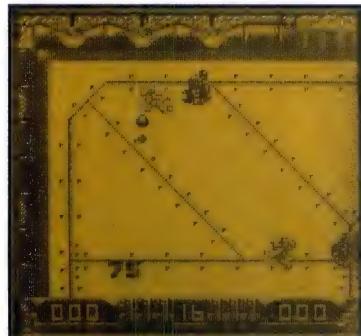
**1100 dollars in the bank will buy you a mean street fighter, but it's gonna take time to train him**

The Game Boy version has been designed by the brilliant development team Teeny Weeny Games, who has managed to squeeze in all the features of the original 16-bit version with aplomb.

## Running Riot

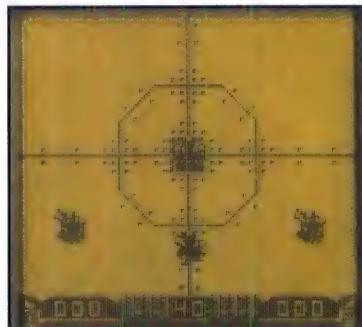
Speedball 2 combines elements of team management with all-out, ruthless action in the arena, a metallic pitch 480 ft by 270 ft in scale.

First of all it's off to the kit room and gym. The layout of the former



**Speedball has no rules, no protocol - if you want the ball and someone's in the way, you hit him and you hit him hard**

**You want aggro, you want brutal - you've got brutal deluxe - Speedball 2.**



**18 ruthless speedballers await the heavy steel ball. The centre opens and spits it high into the air. Revolver takes possession**

shows you a Speedball player and, with the use of an ingenious interface, you can kit each team member out with body armour.

You then set the individual attributes such as attitude, defence and offence, throwing power, speed and aggression.

The features that are in the management section are identical to those in the fine 16-bit version.

either end of the arena are the goals which yield 10 points.

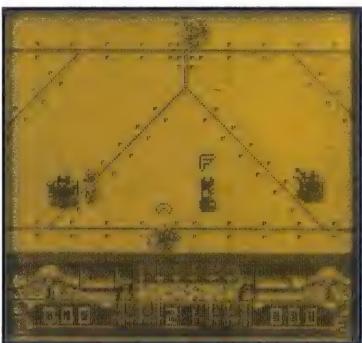
Along each side are such point scoring features as plasma tube, electro ball and a helter-skelter which takes in the ball and spits it out elsewhere in the arena.

The graphical definition of Speedball 2 is amazing and the speed of the scroll is fast and smooth which keeps the ball rolling, so to speak.

None of the features from the 16-bit original have been left out, and this means that you can enjoy both the management and the team training aspects of the game along with the terrific arena action.

There can't be many serious games players who don't count Speedball 2 in their top 10 list.

This excellent future sports game is an absolute must when it is released in August.



**Brutal position just before the goal-mouth. Mandrake winds back and hurls the ball towards the goal**

There is a single-player feature against a computer-controlled team but a two-player link-up facility is in the offing.

Each team is nine strong and takes its position in the arena before the metal ball is swiftly ejected from the centre.

A simple but effective interface controls directional movement: button A and B are used to throw. At

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### AL'S COMMENT



**U**ltra Golf is a playable golf sim for one or two gamers. Simplicity is its strong point, my only gripe being with the lack of holes – a total of 36 in all. Graphics are clear and well defined while the sound, what little there is, is adequate. If you're looking for a game in this genre, try it out – you'll like what you play.

**U**ltra Games is the team responsible for such Game Boy classics as Blades of Steel, NFL Football and Bill Elliot's Nascar Fast Tracks. Its latest venture to emerge takes us right out onto the old fairways.

Ultra Golf is a one or two-player Game Pak for use with a single Game Boy, no linked units required. There are five modes available: tournament, practice, record, match play and stroke play.

The tournament consists of a straightforward match set over 18 holes on one of two courses featured in the game.

The practice option allows you to attempt any hole of any course at the press of a button, while viewing the records will give you the low-down on the best players of each hole.

The last two choices, either stroke or match play, are for the two-player game only.

Stroke play totals up your score at the end of the 18th hole and the player with the lowest total wins, whereas the match play winner is the golfer who has won the most holes.

### Time for Tee

To enter the tournament and play against the

**Mario Golf is just about the only other sim that allows you to tee off onto the fairways on the Game Boy. Ultra Games, in conjunction with Konami, is hoping to have a hole in one with its latest cartridge, Ultra Golf.**



# ULTRA G



**The length of each hole is detailed in the top right, along with the par. The marks down the right indicate distance.**

greatest names in golf, you will have to first prove your skill by completing a round under par which is a total of 72 shots or less.

Survive the test and you'll start on the championship course in a tournament lasting one to four days, depending on how many holes you wish to play.

You begin the match by the tee, club in hand. You can view the hole by moving the D-pad which allows you to scroll across the hole.

Tapping button A reveals a cursor, enabling you to take aim. Wind speeds, yardage and other information is on the right of the

screen while the main area is found to the left.

Nudging A once more allows you to select your club, of which you have 13, ranging from three woods, numerous irons and the pitching and sand wedge. You carry a putter for on the green shots.

Distance to go to the green is shown in the bottom right while your stance, allowing you to swerve the ball, is featured on the left. The power indicator is a circle surrounding your pixelized player.

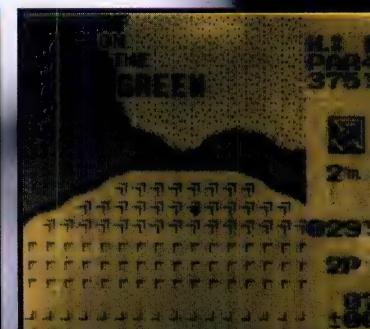
### Birdie, Eagle or Albatross

In the top right of the screen is an overhead view of the hole, allowing you to make final adjustments to the aim of your shot.

Having aimed, you must press



**Golf has two modes: stroke and match play. Match play is a battle of holes and the winner of stroke is the one who's taken fewest hits**

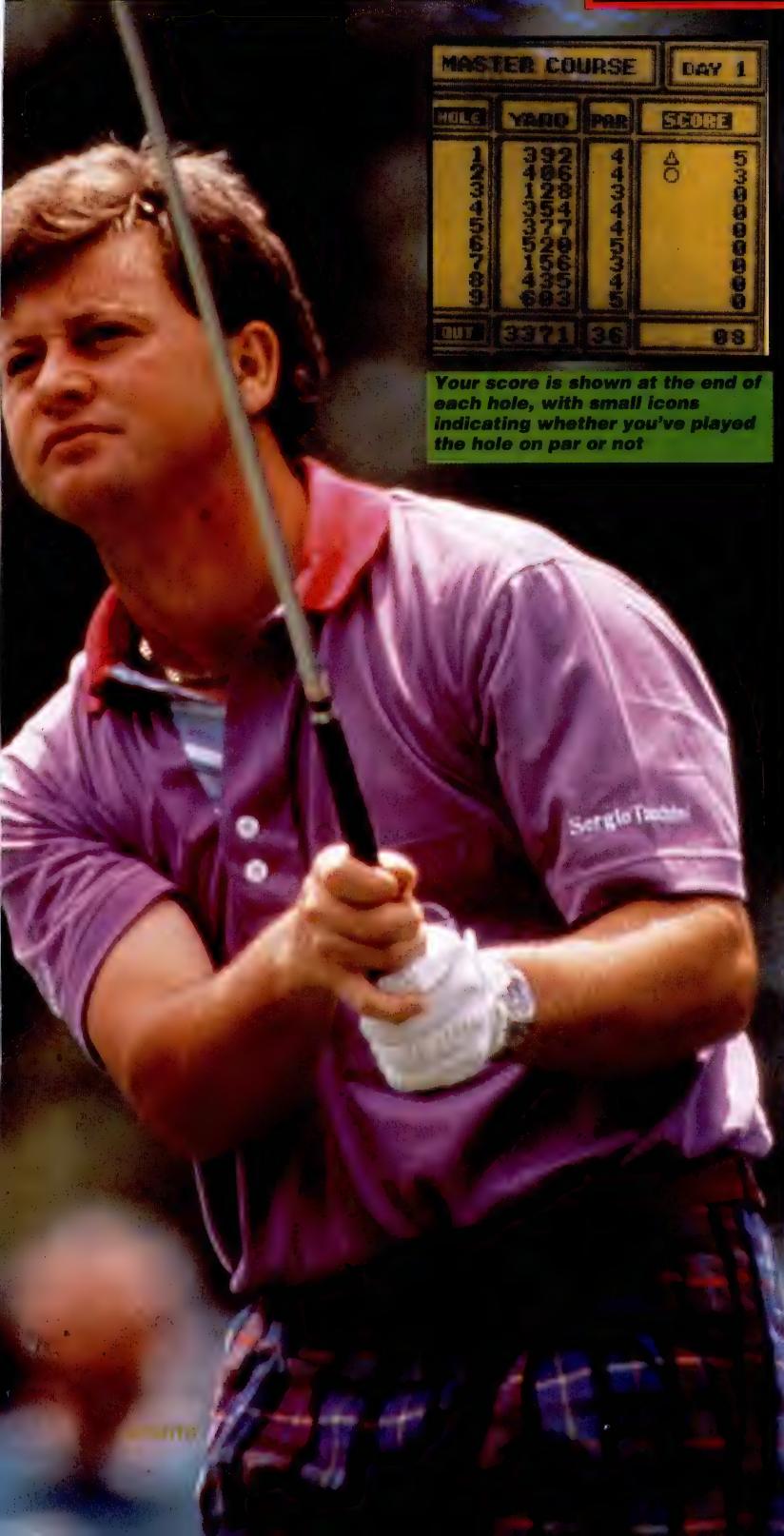


**The green's slopes are indicated with arrows. You must counteract the hills taking careful aim, then adjust the power accordingly**

### Golf Trivia

**When sports commentators refer to albatrosses, eagles and bogies they're not discussing players' bad habits or a rare bird. They are terms given to the shots on a hole. A birdie is one under par, an eagle two under par, an albatross three. A bogey is one over par, a double bogey two, and so on.**

# GOLF



## Fore Play!

1 Power bar

2 Hook/slice indicator

3 The stance of your player

4 Choice of club

5 The distance you need to go to reach the hole

6 Information on the current wind speed and its direction

7 Overhead map of the hole you're playing on

MASTER COURSE				DAY 1	
HOLE	YARD	PAR	SCORE		
1	392	4	5		
2	406	4	3		
3	128	3	0		
4	354	4	0		
5	377	4	0		
6	529	5	0		
7	156	3	0		
8	435	4	0		
9	693	5	0		
OUT	3371	36	98		

Your score is shown at the end of each hole, with small icons indicating whether you've played the hole on par or not

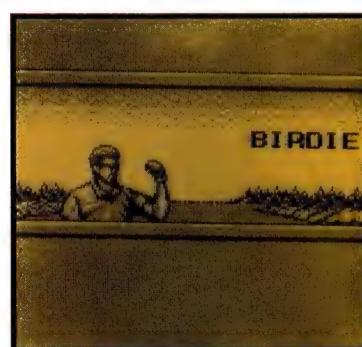
ALEX

LONGEST DRIVE  
271 YARD

MASTER HOLE #4

CLOSEST TO THE PIN  
\*\*\* YARD

MASTER HOLE #12



The game stores all the greatest shots played so far, including the longest drive and anyone lucky enough to score a hole in one

Great skill enables you to sink the ball one under par, a birdie. Two under par and you've scored an eagle, three an albatross

button A, making the cursor move rapidly around the power circle.

The power of the shot depends on where you tap A, but wait too long and the power drops drastically.

You must stop the marker in the centre of the ring. The action then returns to the overhead view, allowing you to watch your shot.

Should the ball happen to land on the green, you are invited to close in on the action, thus revealing the slopes of the surroundings

It is up to you to counteract the contours by aiming uphill, or reducing the power if you're putting downhill. Remember, practice makes par-fect, so visit the driving range regularly

SCORE

79 PER CENT

Gameplay: 7/10  
Lastability: 7/10  
Presentation: 6/10



### JOHN'S COMMENT



**S**implicity is definitely this game's strong point. It's pretty easy to play and the controls have been allocated so it isn't over complicated. On top of this, presentation is fairly good and the overall impression given is one of quality. Certainly one of the better golf games on the Game Boy.

**FACT FILE**

**SOFTWARE HOUSE:** Ultra Games

**SUPPLIER:** Video Games Centre

**PRICE:** £24.95

**NO OF PLAYERS:** 1 or 2

**RELEASE DATE:** Out now

**GREY IMPORT**

**With a game named after two of the greatest basketball stars of all time, you'd expect a full-blown basketball simulation wouldn't you? I'll dispel that myth straightaway. This is one on one, a game played by US executives during those long and fruitful lunch hours...**

quipped with just the one basket, one ball and two players, it requires all the skill of the full-blown game but with the added element of selfishness thrown in too.

Jordan Vs Bird, the computer game, has been around for such a long time that one almost harks back to the original C64 product, chunky graphics and all. The Game Boy version is an improvement on this with much more to do.

The two players, Michael Jordan and Larry Bird, each have their own particular skills. Jordan, famous for his expensive trainers in this country, is the ace slammer.

His spectacular aerial leaps to land the ball in the basket have made him a household name in the States.

On the other hand, you can choose the accurate poise of Larry Bird. His skills lie in the area of long-distance shots, enabling him to collect the big points from anywhere on the court.

#### **Poise and Purpose**

You select one player and then challenge the other in the basic game of one on one. There are three options to choose when playing.

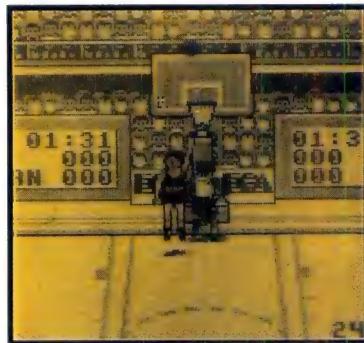
Firstly, you can 'warm up' for as long as you want which is useful basic practice. Alternatively, you can play one on one up to a score limit of 11 or 15 points.

This is highly entertaining stuff where the pressure can build up to an excruciating level.

For the ultimate challenge, participate in a full game: four periods of play with a choice of quarter time-limits varying from two to 12 minutes. You get a stats screen to see just how badly you're doing.

#### **Basketball Trivia**

**In the USA Reebok sells one pair of Air Jordan super-duper trainers for every 15 pairs of pump trainers. Well, it makes you think...**



As the ball bobbles around the rim of the net it turns into a mad scramble for who can get it first



**Rather an exciting game that offers more diversity than is at first apparent.**

You can select the skill level of your opponent from the moderately tough schoolyard player to the ridiculous professional.

You can also choose to remove

foul calls and the scorer keeping hold of the ball.

Offered to you is the option to play 'slam dunk' games. Here you take on the role of Michael Jordan, the NBA All-Star Slam Dunk champion who shows off with spectacular air-walking shots.

Again, you can practice or take on a computer-controlled Jordan. You score points for the accuracy of the move and the style in which it's done as you try and improve on the actual Jordan himself.

#### **Scaredy-cat?**

If the thought of facing the ace is daunting, why not play follow-my-leader to get to grips with the nine different moves? This is ideal scoring practice without the competitive edge.

You can also play the three point games – Larry Bird's speciality in which you toss balls from behind the semi-circle. In this contest you have just 60 seconds to shoot 25 balls.

One on one is rather an exciting game that offers more diversity than is at first apparent. I, for one, enjoyed every minute of it!



#### **NICK'S COMMENT**

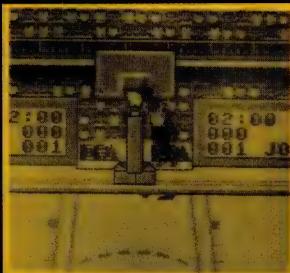


**H**ighly entertaining. The actual one on one game is somewhat of a let-down, but the three point game and the slam dunk competition are great fun. These options offer long lasting appeal. If you a sim requiring more skill and timing than your average Game Boy effort, Jordan Vs Bird ought to be a definite choice.

# Slam Dunk Show-offs!



Your opponent chooses his dunk and you have to copy it, or rather improve on the quality of the first



So you approach the basket and leap, spinning or stretching, to place it as gracefully as possible



The nail-biting moment of truth. Will your spectacular shot be worth more points than Jordan's?

## AL'S COMMENT



**O**K, I know Nick loves Jordan Vs Bird but I'm afraid I have a strong dislike for the game. Graphically I found it very dull with the sound equally uninspiring. To top it all I thought the computer player was too darned good, making one on one basketball something I'd steer clear of, but no one pays any attention to what I say.

### A Tall Story

Here we see the aerial supremo, Jordan in full flight. His special move is to leap close up near the basket with an aerial show

Only half the court is in use, and this part has to scroll from left to right to accommodate the players

It's not as easy as it seems to get the ball in the basket. Luck plays a big part when a shot goes slightly skewiff

The scoreboard depicts both the time remaining in the quarter and the scores of both the players in the one on one competition

Bird can conjure up magical shots from almost anywhere on the court. For three point scores he can't be beaten

The number featured here shows how much time you're allowed to have on the ball before a penalty is called

## FACT FILE

SOFTWARE HOUSE:  
Electronic Arts

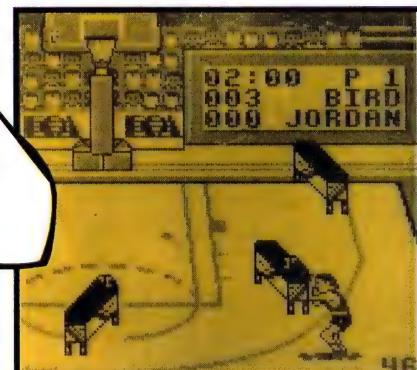
SUPPLIER: Video Games  
Centre

PRICE: £24.99

NO OF PLAYERS: 1

RELEASE DATE: Out now

GREY IMPORT



It's mad dash time to throw as many balls in the basket as possible. The clock is ticking, you've got to be quick and accurate. It's a long way out on the other side of the semi-circle. It's a good job you're Larry Bird, else you'd have no hope

**Y**ou start off your time at Caesar's Palace with \$1000 in chips, the credit your hotel has granted you. As soon as this cash has passed over to your grubby mitts it is off to the main casino area.

Once there you can choose from a variety of different gambling methods; either opt to play a bit of poker or go on the fruit machines.

Then again, if you have the urge to lose all your cash in the quickest way possible, you can play on the Roulette wheel, damn hard to win any cash on at all!

### **Money, Money, Money**

So, let's tell you about the poker. For anyone who has played the game before, and if you haven't I don't know what you've been doing, this will pose no threat.

The rules are simple: you get five cards with which to try and get pairs or three of a kind. The better your hand the more money you'll win.

A number of poker machines are available, the only difference between them being in how much you need to pay to play them.

The range covers the one dollar machine through to everything up to a \$100 stake.

Then we have the old favourite British past-time, the fruit machine. There are a number of differently priced machines in the style of the

# **CAESAR'S**

***Ever wake up in the middle of the night with sweaty palms and the uncontrollable urge to spend lots of cash in a meaningless way? No, me neither! But for those of you who do, this is the game for you as you travel to every gambler's paradise, Las Vegas...***

famous one-armed bandit machine. These are dead simple; put your money in the slot, pull the handle, then wait to see if you've won.

On Roulette you could come up trumps, more so since the odds are incredible. All you do here is place the amount of money you want on the table and click on the wheel.

### **Gambling Addiction**

Win and you'll either accumulate more cash or be given back what you've previously lost.

Opt for an individual betting number or alternatively choose between a range of numbers with lower odds.

If you've ever played the game of Pontoon then you'll feel right at home on the Black Jack table since the game is basically the same.

Place your bets and then try to get a score of 21 by any means possible without going over the limit.

If you beat the dealer then you'll win back your money with a percentage added on.

Finally we have the Wheel of Fortune, basically the same as the TV game show except that you bet on where the wheel will stop.

Each outcome has odds. The higher these are the more you'll win. This is more fun than the Roulette wheel to play because with fewer things to bet on you can win more.

<b>SCORE</b>
<b>77</b>
<b>PER CENT</b>
<b>Gameplay: 6/10</b>
<b>Lastability: 7/10</b>
<b>Presentation: 7/10</b>

Winning money is all well and good but you can only call yourself a good gambler if you actually manage to walk away with your winnings.

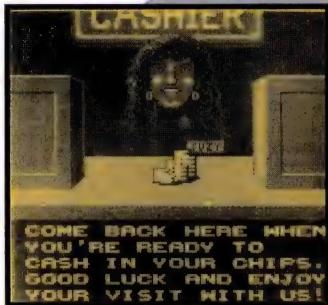
The more money you leave with, the better your transport home. Lose everything and you will have to suffer the humiliation of having the bus fare paid for you.

It is possible to leave in the of a stretch limo, but since this doesn't involve you spending real money you will probably find yourself hopping on the bus almost every time!

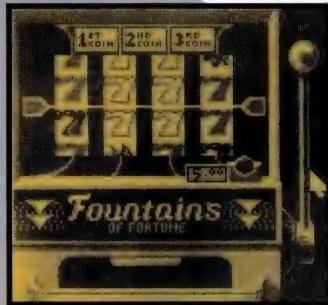


# PALACE

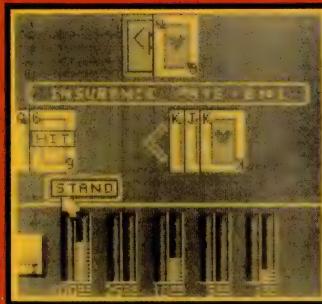
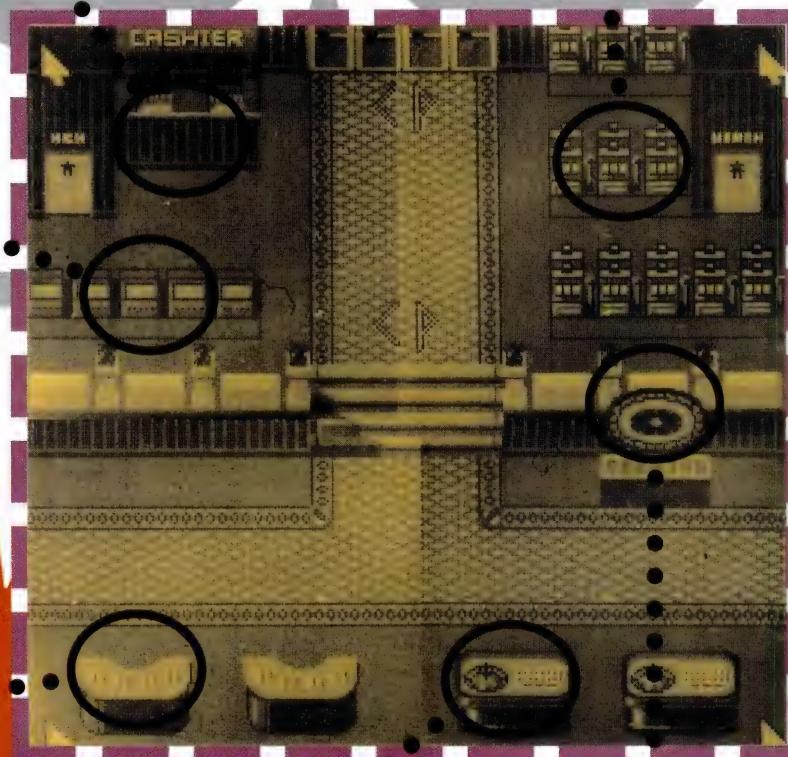
The first place you'll visit in the casino is the cashier's desk. Here you'll receive \$1000 worth of chips. These can be spent in anyway you see fit and however quickly you wish. The idea is to make them last a long time!



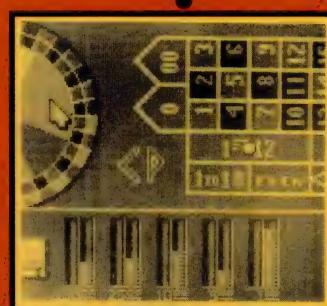
Many a time we have been down at the pub during a lunch hour and Nick is always found lurking in front of the fruit machines. In CP these wondrous contraptions are the more famous one-armed bandit-style



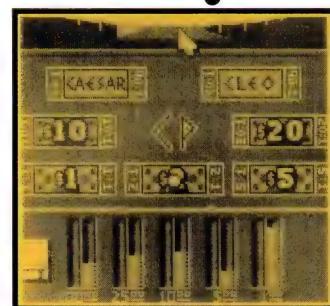
Poker is a game that requires luck and the deadly art of bluffing your opponent. Unfortunately this isn't possible on the computer poker machines found in the casino. What a shame!



Black Jack is a one-on-one contest between you and the computer. Bet as much lolly as you wish but remember that if the dealer has an equal hand to you then he'll win!



Roulette is a game that requires a lot more luck than every other past-time available in this product. To have a better chance of winning you should try and bet on a range of numbers



Thankfully there isn't any sign of Nicky Campbell around this wheel of fortune. This one is basically a revamp of roulette but with a much better chance of winning anything

## FACT FILE

SOFTWARE HOUSE: Ocean

SUPPLIER: Ocean

PRICE: £25.99

NO OF PLAYERS: 1

RELEASE DATE: June/July

OFFICIAL

## BRI'S COMMENT



The problem with all games like this is that you don't actually win any money. You spend more time trying to keep it! Everything is nicely presented; you can easily recognise all the cards in poker and the plan of the casino is well drawn. If you must own one game in this style then this comes highly recommended.

## NICK'S COMMENT



I like a little flutter but Caesar's Palace takes it to an extreme. So much so that it rapidly becomes staid and boring. OK, so you can pick and choose how you're going to lose your shirt but it's far too much of the same. Every now and again it offers a nice diversion, but it's certainly not a game for long midnight sessions.

## Vegas Trivia



ZZ Top have been in the charts recently with the song "Viva Las Vegas". Did you know though that many other groups have performed this song on vinyl too? These include Elvis Presley, Dread Zeppelin, The Dead Kennedys and also Bruce Springsteen!

# TERMINATOR JUDGMENT DAY



The first level involves running along and shooting the tops of tall towers. However, this has to be done in the correct order, else they'll explode.

**T**erminator 2, the most expensive movie ever made, was also the most successful film of last year worldwide, despite being pipped at the post by Robin Hood in the UK.

It starred Arnie as a caring android sent back in time to protect a snotty kid from a deadly terminator.

The first level, set in the year 2029, sees you as John Connor, the resistance leader, as you attempt to take out the Skynet defense grid and send a terminator back in time.

**On August 29th 1997 most human life was wiped out by the new defense system known as Skynet. The machines intend to destroy mankind's resistance leader as a child back in 1994 in this seemingly endless war...**

This is represented as a horizontally-scrolling shoot'em-up in which you run along the ground destroying defense towers in the correct order.

## Judgement Day Has Arrived

If you complete your first task successfully, then the time is nigh for you to come face to face with a large tank-type vehicle and disable this before advancing into the Skynet building itself.

Here you must make your way to

the terminator storage area and reprogram a T-800 to fight for the resistance cause.

**If you persevere you'll find an incredible film tie-in.**

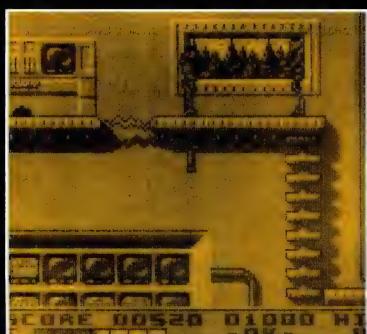
On the way through the Skynet HQ terminator endoskeletons will have to be destroyed while simultaneously avoiding the built-in defenses of the building.

All this while negotiating the platforms and ladders of the complex! It seems almost too much to handle, but being a tough military leader you can cope, just!

## BRI'S COMMENT



Terminator 2 is initially too difficult to be addictive but if you persevere you'll find an incredible film tie-in. The graphics are great and the detail in the background illustrations is some of the most incredible I've seen on the Game Boy to date. On top of this, gameplay throughout is varied and fun. A highly recommended purchase.



Once inside the Skynet HQ you'll have to proceed with all haste to the terminator storage room and find a suitable T-800 to reprogram.



Before you can enter level two you'll have to kill a large metal tank thingy that will attempt to squash you under its tracks! Urgh!

Upon finding the terminator store you must reprogram its three main circuits to get the android onto your side. This is achieved by connecting leads to the read-outs situated around the circuit board.

You'll be given two attempts to get all three circuits right. When you succeed time will reverse and take you back to the present day.

## Future Wars, Today

Now you are the terminator with a conscience, riding along the drainage canal on your Harley Davidson with the young John in tow, in grave danger of being mashed to bits by the truck driven by the T-1000.

This is again a horizontal blast; you have to avoid all the rubbish on the ground while constantly firing backwards at the truck.

The following two levels involve you raiding the Cyberdyne building where all the plans for Skynet are currently underway.

The final confrontation with the T-1000 in a steel mill is just around the corner. This is basically a beat'em-up and any weapons found can be used against your foe.

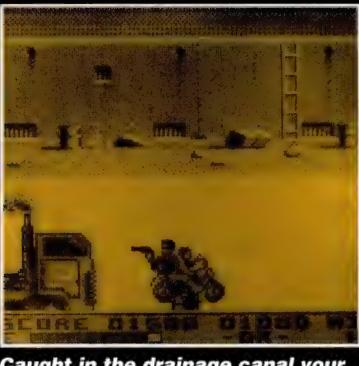
For all six levels in the game you'll have an energy bar which represents how long you have left to live. This is severely reduced when you are either shot, walk over a mine, or run into some debris during the canal section.

You only have one life, so watch yourself. The programmers have kindly left out a continue option.

The control over John and the T-800 is simple and quick to get used to, making the game one of those elite, pick up and play types.

**T-rivia**

**Terminator 2, the movie, cost over \$100 million to make, the first film in history to do so. This gamble by the studio has certainly paid off for the film managed to recuperate this money just 12 days after its release!**



Caught in the drainage canal your only means of escape is to outrun the ever approaching T-1000 while avoiding the debris lying about

© Carolco Pictures

SCORE

**84**  
PER CENT

Gameplay: 8/10  
Lastability: 8/10  
Presentation: 9/10

**JOHN'S COMMENT**

Initially this is somewhat of a pig to get into, but with a bit of patience you'll soon find that it emerges as one of the better film license games that you're likely to see on the hand held. Presentation is very impressive and it manages to vary considerably from level to level in terms of style. Definitely worth looking into!

Each level requires a minimal amount of thought and the action is reduced to the straight no holds barred all-out blast.

Fans of the film, of which there must be thousands, will no doubt enjoy this in that it will allow them to follow the movie virtually step by step.

Just think, two hours of movie entertainment crammed into the small Game Boy screen for you to enjoy!

## The War Against Machines

The action begins in Los Angeles 35 years into the future. The fight against the machines is almost over but the enemy has a new plan. It will attempt to kill the young John Connor way back in 1994...



So begins a race against time for you to find a T-800 and program the circuits to work for you before sending him back through the portal into the past. His mission is to protect the child at all costs...



Riding along the drainage canal on his bike, John is chased by the T-1000. Thankfully he is saved in the nick of time by the good terminator. Now they must try to stop the war from ever happening...



The final sections of the game see you retrieving and destroying the original terminator arm. However, you'll also have to deal with the almost indestructible T-1000

**BRI'S COMMENT**

World Circuit Series has a problem – it is too easy on Formula 3 and too difficult on Formula 1. However, if you keep plugging at it you'll find that underneath the slightly rough exterior is a great little race game. The graphics are thankfully basic enough to allow for quick scrolling and the end result is one to check out.

**SCORE**

**88**  
PER CENT

**Gameplay:** 7/10  
**Lastability:** 7/10  
**Presentation:** 8/10

**GBA 38**  
JUNE '92

**JOHN'S COMMENT**

Initially I didn't think that I was going to be all that impressed with this, but having played it for some considerable time I became a big fan. The controls are simple to get used to, there are more than enough tracks to keep you going, and the presentation is really good. There's not a lot more you could ask for really, is there?

**FACT FILE**

**SOFTWARE HOUSE:** Ultra Games

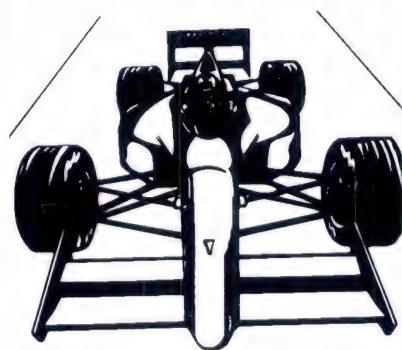
**SUPPLIER:** Video Game Centre

**PRICE:** £24.95

**NO OF PLAYERS:** Up to 4

**RELEASE DATE:** Out now

**AMERICAN GREY IMPORT**



**Racing games are a very popular category on just about any format. The Game Boy is no exception and as time goes by we are seeing faster and smoother implementations.**

While this is not going to break new ground, I am prepared to state that it is probably the best race game I've seen on the little grey box so far.

There, I've said it, and at the beginning of a review! No doubt I will be unduly harangued by my colleagues but in my humble opinion it is a superb little game.

**The Need for Speed**

Basically it's nothing more than an overhead scroll affair in which your car stays static and the screen moves around it at lightning speed.

However, it does have a certain panache which sets it apart from the likes of F-1 Circuit and others.

You are presented with a choice of racing in one of three different scenarios: Formula 3000, Formula 3 and Formula 1.

What this effectively gives you is three different difficulty levels which all run at varied speeds. Any decent games player should have no trouble at all with the lower levels and you'll soon find that you'll be taking on the world in the premier formula.

In all there are 25 different tracks upon which you must race to complete the world circuit.

These cover all the famous tracks of the world which are faithfully reproduced in map form for you to screw your way around.

The only real blot on the realism here is that the screen always scrolls top to bottom. This means that you



# WORLD SERIES

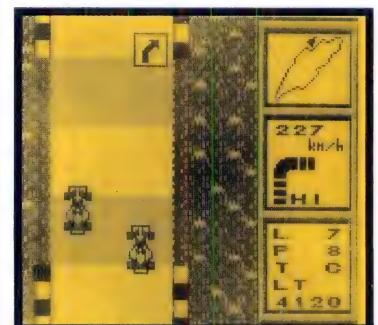
are given the impression that the track is one long twisty road as opposed to a complete circuit.

As well as the choice of formula and track, you have a certain degree of control over the set-up of your car.

Transmission, engine, tyre and wing settings are all presented in such a way so as to allow you to build up a custom car all of your very own!

Alternatively, if you don't feel up to this, you are able to make use of any predefined set-ups that are already included in the options.

This control of your car is extended further when you enter the pits during a race. You take charge over what is fixed and replaced during your brief stay with the mechanics,



**It's not often that you see another car on your way round. Everything moves so fast that they don't stick around on screen for very long**

especially useful for making the best of your time.

**Extra Bits 'n' Bobs**

To make things a bit more interesting, World Circuit allows for a multi-player link-up by use of the Game Boy link cable.

Something that I was pleasantly surprised by was the fact that it supports the recently released four-player adapter.

It's nice to see that developers are now beginning to support some of the more recent peripheral releases launched by Nintendo.

Superficially, presentation doesn't appear to be that good. Just take a look at the screen shots, hardly gobsmackingly wonderful are they?

Notwithstanding this, it is incredibly fast and there is hardly any screen blur at all.

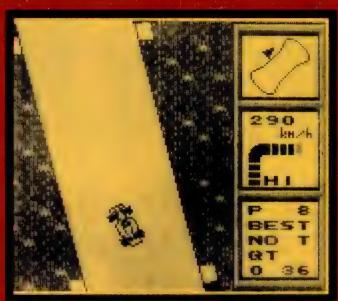
Until recently Game Boy products have suffered quite badly from some really rather naff looking scrolling games but this is certainly very smooth indeed!

Couple this smoothness of movement with some nicely drawn stills, whap a bouncy tune and some decent sound effects in the background, and you have something which is presented very well indeed.

It's more than apparent that a great deal of care has been taken with this product and I'm sure that it will come to be a big hit!



In the pits you have full control over which parts of your car are replaced and which spares they are replaced with



It is not really apparent that you are moving around a circuit. The impression given is that of a winding twisty road!

# CIRCUIT



SKY SPORTS

This is the car that Ayrton Senna, the talented young Brazilian, drives. Unfortunately it isn't quite as good as Mansell's at the moment, but the season is still young!

## 'Tis a Box

4 Your car remains fixed in this position and is given the illusion of movement around the track by rotating on your command

The map of the track, with the arrow indicating which direction you are going

1 Your speed, below which is the power bar and gear indicator

2 The information window displays a number of things, including lap times as well as damage when applicable

3 The information window displays a number of things, including lap times as well as damage when applicable



SKY SPORTS

## World Circuit Trivia

The World Championship comprises of 16 tracks. The season used to start in Phoenix, Arizona, USA. However, the year 1992 saw the American track being dropped in favour of the South African circuit.

Perhaps the fastest track in the World Championship is Monza in Italy. Stretching for 3.604 miles, the circuit sees drivers exceeding speeds of 200 mph, rarely dropping below third gear.

The course record is an amazing 1 minute 21.114 seconds, which makes an average speed of 160 mph!

JUNE '92  
GBA 39

## Flag Facts

Formula 1 drivers have to contend with all manner of conditions. To let them know what's going on in the race the marshalls occasionally wave flags at the drivers. Here is what some of those flags mean...

**Black Flag:** Held aloft with the driver's number, the black flag tells a particular driver to stop at the pits on his next lap

**Chequered Flag:** This flag is waved first at the winning driver and then at subsequent cars that cross the finishing line

**Green Flag:** When used in conjunction with the yellow flag, this signifies that the all-clear has been given and you can proceed safely

**Yellow Flag:** Warning of a potentially dangerous situation. Slow down and keep your position until you see the green flag

# PAPERBOY 2

**T**he arcade machine of Paperboy appeared years ago, sporting a set of BMX handlebars attached to the front. Now, how could the programmers translate this to the hand held machine?

When the first Paperboy arrived on the Game Boy the best way to describe it would be as somewhat of a disappointment. The question is – can Mindscape redeem the game?

Whereas the original version of the game scrolled diagonally in one direction, the sequel scrolls in two,

***Based upon the popular Atari coin-op, Paperboy 2 is the official sequel written straight for the home computers by Mindscape. How does it come across on the Game Boy?***

requiring you to turn around halfway along your route.

This time around the residences are as you'd expect but with a few additional extras, such as medieval castles, haunted houses and even building sites. Some houses you'd suppose to find The Addams Family living in!

**Graphics are cool, it's fun to play, and you'll be entertained for hours.**

extra piles to be found lying about in the street or in the gardens along your way.

## Pedal Pushing Power

Before each day's work begins you are shown a map of the street with all the subscribers and non-subscribers. Memorise their positions and then deliver a paper cleanly to the mail box of your customers.

Causing plenty of havoc comes with the everyday routine for a paperboy, but of course you mustn't forget the job you're there to do.

You start off your day armed with 10 copies of the paper with which to do as you wish.

Should the supply diminish or run out completely, then there are



*A perfect delivery keeps the customers happy. Just try to resist the temptation of knocking the old couple off their swinging seat!*

Upon finishing your day's quota, you will reach the stunt track. As in the first Paperboy game you only have the one chance to get all the way along.

Should you fall off while negotiating the ramps and aiming your paper at the targets dotted around, your attempt will finish and you move onto the next day's round.

Thankfully tumbling from the bike on the stunt track doesn't lose you one of your precious lives.

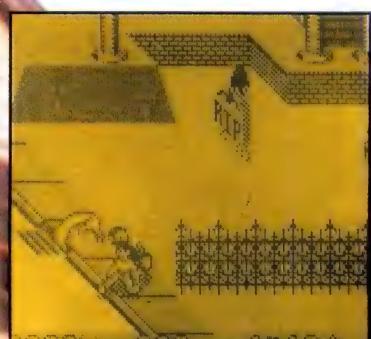
## The Ultimate Pose

You can get in some practise for the stunts by leaping off dirt piles and handy little ramps through people's gardens along the route.

You also receive hefty bonuses

## Paper Trivia

***The original Paperboy was released by Elite on the home computer. Since its release on budget it has spent over 120 weeks in the all-formats top 40, meaning that it has entered the top 10 best-sellers of all time!***

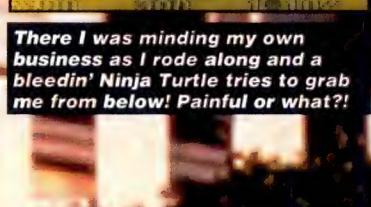


*There I was minding my own business as I rode along and a bleedin' Ninja Turtle tries to grab me from below! Painful or what?!*

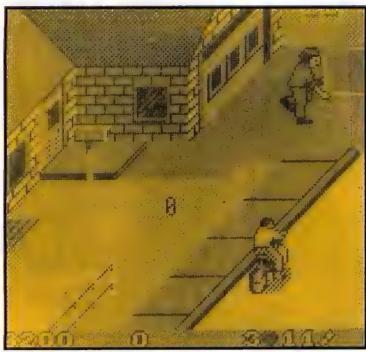
## BRI'S COMMENT



**P**aperboy 2 is addictive, the improvements made to the original game can be found just about everywhere. Graphics are great and the scrolling is smooth, the only real problem being that sometimes the mail box you are aiming at disappears off screen too soon. Definitely worth a look for fans of the arcade original.



*There I was minding my own business as I rode along and a bleedin' Ninja Turtle tries to grab me from below! Painful or what?!*



A bit of terrorism is in order here methinks. Why do they tempt you with such things as a large pane of glass? Only God can answer that!

**SCORE**

**75**  
PER CENT

**Gameplay: 7/10**  
**Lastability: 6/10**  
**Presentation: 7/10**

for performing such manoeuvres. You'll have to watch out for guard dogs and the like that get in your way.

There is a two-player option incorporated into the game, allowing you to play either a paperboy or girl, no sexism here! In the two-player mode the second player will take care of the opposite side of the route, taking on the role of papergirl.

Should you get slightly bored with the route, then you can change the route number.

This will modify certain aspects of the game and make things easier or harder. Either way you won't find out exactly what it has done until you actually get underway.

Mindscape has improved on the original in such a way that the sequel is actually something well worth playing. Good value for money!

#### AL'S COMMENT



Paperboy 2 is a vast improvement over the original, there's no doubt about that. It includes a variety of new and exciting features that makes the game surprisingly addictive. Graphics are cool, it's fun to play, and you'll be entertained for hours - what more could you wish for? A night out with Sharon Stone perhaps?

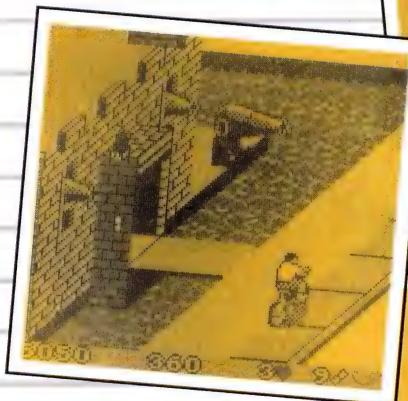
# Monday

Feast of St Brian

Looking at today's paper filled me with much happiness. It's nice to see that paperboys are actually being cared for!

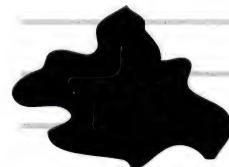


As I passed the newsagent I noticed a man in a black mask holding a gun. A well aimed paper saw his plans altered...



After the round finished I fancied a bit of recreation before returning for today's pay, so I headed off to sample the sights and wonders of the local stunt track...

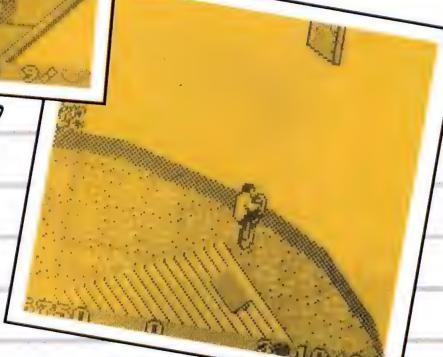
When I returned to the shop I found that I no longer had a job! That's the thanks I get for stopping a would-be thief. Well, time to start looking in the job's column again!



The sooner that law starts being enforced the better. At the first house I visited I was almost mauled to death by a seemingly rabid canine!



The houses on my route seem to get stranger all the time, the Thompson's new extension being a prime example of this!



# HOOK

**Those of you who have seen the hit movie upon which this is based will know by now how disappointing it is. Can the game live up to high expectations, or will it too be a flop?**



*This signifies the 'Game Over' message. Hook forces Peter to walk the plank. You've lost!*

**M**ention the name Steven Spielberg to anyone and no doubt they'll automatically think of ET. However, the film he's known for at the moment is Hook, sadly for all the wrong reasons.

Ocean has nabbed the license to this movie like it has so many others in the past. Thankfully most Game Boy versions of these conversions

have been competent efforts worth checking out for various reasons. Fortunately Hook doesn't break the trend.

Hook is a platform game in which you control Peter Pan as he tries to rediscover himself before rescuing his kids from the clutches of Captain Hook.

This is achieved by venturing around various locations of Neverland while collecting various items.

Everything is in the typical

**4 It will keep you hooked for longer than most games around today.**

platform mould. Peter can run, climb and leap like the best of them, and he can also attack the pirates with his trusty sword.

### Well and Truly Panned

Tinkerbell, Peter's fairy friend, is around to lend a hand every now and then, telling you what each section of the game is about and what you have to do or look out for.

She can be called upon by picking up a thimble, or a 'kiss' as it is known, and walking near to her. She'll then follow you around the current level into the next.

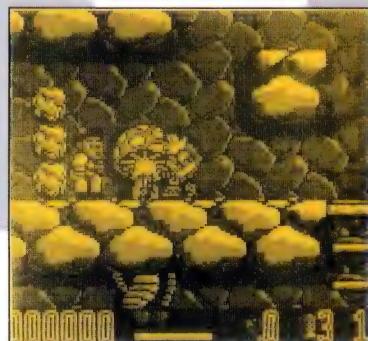
To select the level you want to play you are shown a map of Neverland with an X over where you

are currently situated. Using the compass in the bottom corner of the map will show you which areas are available for you to travel to. Select the one you want and you're away.

Peter can also collect special items such as a metal detector and a basketball. Both these objects are used as in real life.

The metal detector is particularly useful at finding hidden gold in the haunted mine, essential for the accumulation of those bonus points.

There are a number of nasties lurking about in the nooks and



*To get past this overweight obstacle you'll have to eat tons of food and barge him away!*



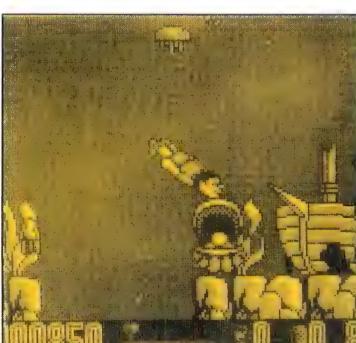
*The bulk of the game is your standard platform romp, and what a jolly good one it is too!*



*Flying involves going into the screen. Collect marbles, avoid dynamite and you should survive*



*Fighting is represented like this. A nice touch is the energy represented as tears in clothing!*



*Underwater levels are really fun, but don't let your air supply get too low for Peter will die if you do!*

### JOHN'S COMMENT



**T**he graphics in Hook are very cute and definitely have a certain style of their own. I was particularly impressed with some of the sprites, and just about all the backdrops are well drawn. To play, there is certainly plenty of variety and there are loads of levels to keep you occupied. It certainly looks like it could be a winner to me!

**SCORE****85**  
PER CENT

**Gameplay** 8/10  
**Lastability** 8/10  
**Presentation** 8/10

**Hook Trivia**

**The tremendous sets used in the film cost the bulk of the \$80 million plus budget, and it shows! Hook's ship itself cost a stonking great wad of cash, having been built to full size especially for the movie.**



**In the gold mines you are well advised to use the metal detector as with it you'll find plenty of bonus items for the grabbing**

crannies of each level which would normally take you by surprise.

However, the programmers have included a rather nice option that allows you to view the surrounding area simply by pushing down on the select button.

Leaping about all over the place isn't all that makes up the game; there



**When you have collected enough items to complete the level you can go and find the exit and, erm, exit! Find Tinkerbell first though!**

**FACT FILE****SOFTWARE HOUSE:** Ocean**SUPPLIER:** Ocean**PRICE:** £25.99**NO OF PLAYERS:** 1 or 2**RELEASE DATE:** June**OFFICIAL**

© Columbia Tri-Star Films (UK)

is an underwater section where you have to swim about collecting pearls and an alarm clock.

**Flying Kitchen Utensils**

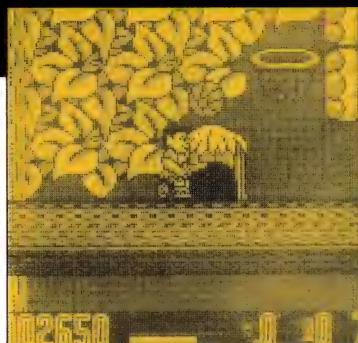
Then there's a flying section where you fly into the screen and experience a one on one beat'em-up.

These sections add variety to what would otherwise be a somewhat tedious game after a while.

They are all well presented and add a lot to the product. However, you cannot attempt some of them without getting other items first.

You begin the game with three lives and a number of continues. When all your lives are up the pirates will capture you and Hook will force you to walk the plank.

If you have any continues to use,



**When you reach the Nevertree the Lost Boys don't believe you're Pan. Prove who you are by throwing any basketball you find into the nets**

then Tinkerbell will swoop down in dramatic style and rescue you from the waves at the last second.

There's no denying that if you are a fan of platform games or the movie, or both, then you'll be well and truly hooked, if you'll excuse the pun!

**BRI'S COMMENT**

**D**espite the fact that Hook looks like another platform romp it kept me interested for longer than most Game Boy titles at the moment. The graphics are excellent and really give off a feeling of quality. This is one of the best film tie-ins available and a damn addictive product to boot! It will keep you hooked for longer than most.

**1** The game starts in the centre of Neverland. The first thing that you'll have to do is remember who you are before the big rescue

**2** Pirate forest is exactly what it sounds like. A forest full of pirates! These have to be avoided or killed! It's up to you

**3** Hold your breath! Rufio's alarm clock can be found on the seabed so you'll have to swim down there and get it!

**4** Flying needs a lot of courage and a lot of marbles! As you progress you'll float your way under balloons

**5** The compass is used to guide you around the island. Point it to where you want to go and you'll whizz off!

**PIRATE FOREST**

# Never Again

JUNE '92  
**GBA 43**



**The biggest box office hit of Christmas 1991 was the ghoulish tale of the Addams Family. In its infinite wisdom Ocean whipped up the license...**

**G**omez is a whacky chap. To his merit he is married to the shapely and figure huggingly clad Morticia, but he does have a quite deep-seated fascination with the macabre and seems to enjoys a spot of both duelling and model railway building.

Life is normally a bowl of cherries for old Gomez. However, one particular day he returns from a brief trip to find that his entire family: Morticia, Wednesday, Pugsley, Granny and Fester, has disappeared!

There is nothing else for it but to explore your whopping great mansion to find out where they are. Thus starts the epic arcade adventure that is The Addams Family!

You begin your gruelling quest

**BRI'S COMMENT**



**I**nitially The Addams Family isn't much cop but after some playing you'll begin to find an enjoyable product lurking beneath the rough exterior. The graphics are cute and well detailed but sadly the scrolling isn't very good. Soundwise, things consist of a recognisable theme tune and a few rather basic spot effects.

just below the front door of the Addams mansion. From here you must work your way around the house and the surrounding grounds of the estate in order to find your loved ones.

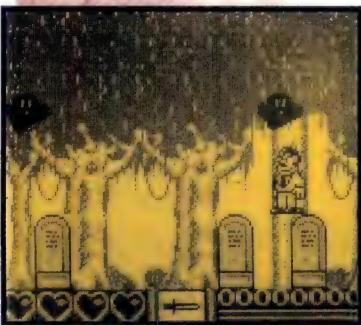
**Duh Duh Duh, Dah Click Click**

Along your route you will find and acquire various items that will assist you throughout the game.

Many will enable you to negotiate previously unpassable areas, while others will just make the mangling of the meanies that smidgen easier.

The house itself is divided into five different levels which each contain a single room in which there are some useful items. Beyond this are a number of other sections in which you will locate a plethora of both goodies and baddies.

To the right of the house, for example, are the woods, a level that has an uncanny likeness to the platform cute'em-up, WonderBoy.



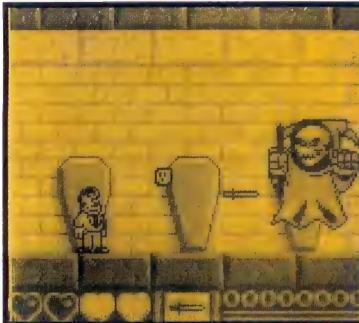
**Out in the dark and gloomy graveyard you move along through the graves of Addams' past as you are set upon by evil spirits... ooh!**



**Gameplay: 7/10**

**Lastability: 7/10**

**Presentation: 8/10**



**At the end of each major section there is a guardian which requires a number of hits to kill. This one is from the end of the graveyard and is possibly the easiest**

# THE ADDAMS FAMILY

Here you must progress through the horizontally-scrolling section which will lead you to the beehive, a further level, and the prison holding one of your family members.

Beyond is also the boiler room, a level fraught with danger with burning pipes and fires.

Granny is held here, so you've got to make sure you get through in order to get the old coot out!

The graveyard is to the left of the house and is effectively the Addams' back garden. After a bit of jumping around you will soon find yourself leaping in the crypt in a bid to save Wednesday from the evil clutches of the guardian that resides within.

Not the longest of levels in the game, and you'll soon find that this is the easiest. A definite ego boost for the crumby games player!

**Spooky Kooky Ooky**

After these sections there are numerous others which must be overcome. The ice box, in which you will find some chilling opponents, serves as an example, as does the river and the attic.

One level worthy of note is the toy box which is unnervingly similar to a certain well-known game involving a short, fat plumber!

From the style of gameplay it is

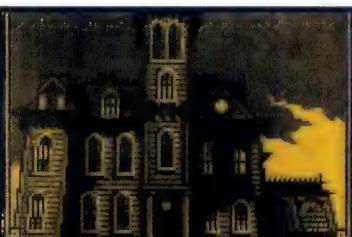
more than obvious that The Addams Family is pitched against the likes of Mario and his colleagues.

Although not as deep in terms of gameplay, this beats the competition hands down with its superb presentation.

Ocean has done a terrific job of recreating, in cartoon form, the spooky levels of the Addams Family.

All the sprites are well drawn and the backgrounds are superb throughout. Animation is another area in which this game excels.

The movement of all characters, large and small, is smooth and relatively flicker free. This is definitely an excellent product. Although still not in the Mario league, it is worth checking out if you're into platform arcade adventure-style games!



**THE ADDAMS FAMILY HAVE BEEN EVICTED!**

**The Addams Family mansion is a snug looking little boudoir. A comfy place to spend a summer evening out on the veranda**



15

## Addams Trivia

Thing, one of the film's more ambitious special effects was certainly different in the cult '60s television show! Its mischievous antics used to be confined to a small wooden box sitting on the Addams Family dining table!

### JOHN'S COMMENT

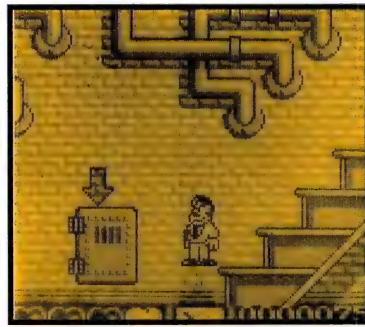


Having seen the computer and console versions of this title I wasn't sure what to expect. However, after playing for some time I was pleasantly surprised by the way it has been tailored for the smaller screen. Presentation is superb and gameplay is excellent and should appeal to a broad audience.



Here we have the lovely Wednesday, freshly rescued and looking as happy as can be

FACT FILE	
SOFTWARE HOUSE:	Ocean
SUPPLIER:	Ocean
PRICE:	£24.99
NO OF PLAYERS:	1
RELEASE DATE:	June
OFFICIAL	



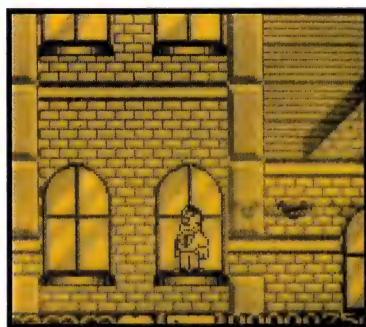
Outside the entrance to the boiler. Pop through here to find a way of rescuing your lovely Granny



A moose head? This must be the trophy room... ah, maybe there are some useful items in here

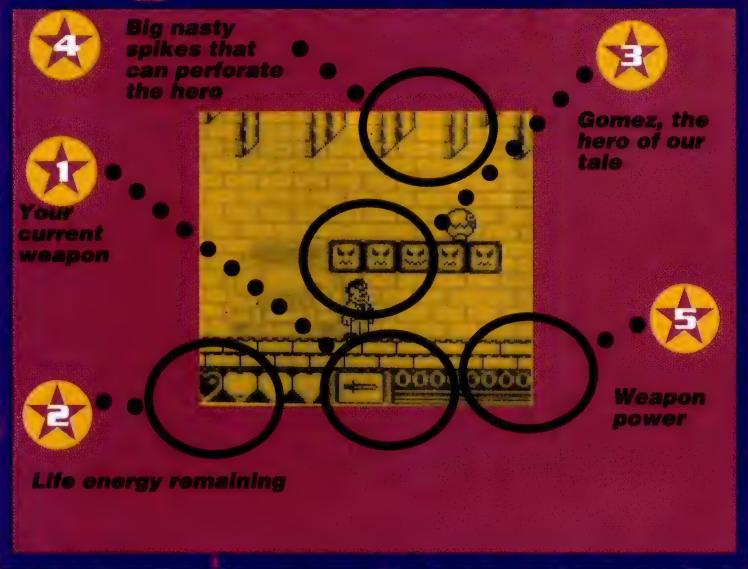


Once you move out into the woods you find a section of gameplay that is uncannily similar to Wonderboy



Bouncing up the outside of the house, you can find extra bits and bobs hanging around the windows and chimneys

## Finger Clickin' Good



Oh dear my darling, I appear to have hit the nice man from next door again. Do you think he'll mind? Fetch me a cuppa will you woman

# WIN A MOUNTAIN BIKE

## Find The Route

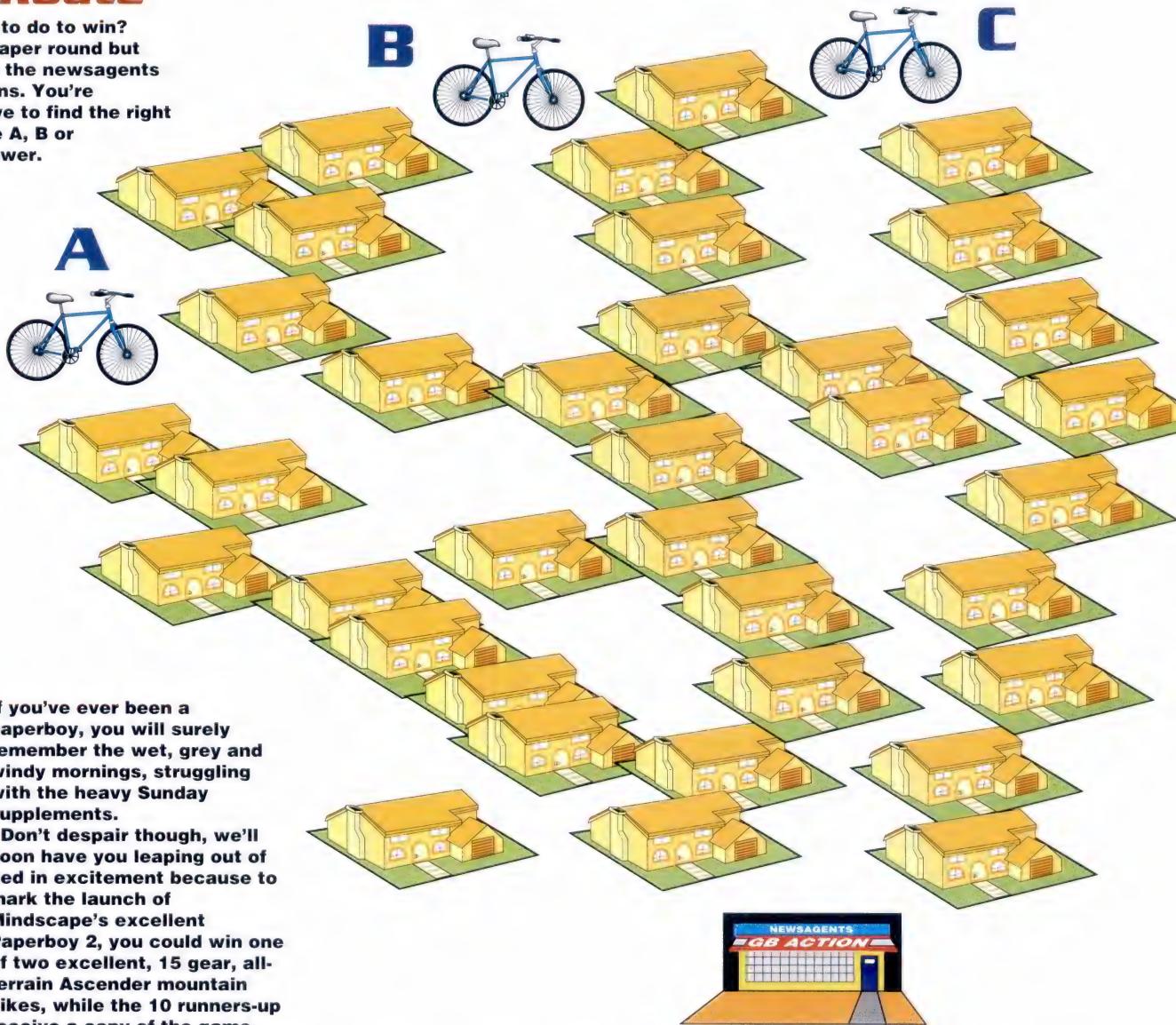
Now what do you have to do to win? You've started a new paper round but have cycled away from the newsagents without your instructions. You're hopelessly lost and have to find the right road back. Select route A, B or C and send us your answer.

GBA 46  
JUNE '92

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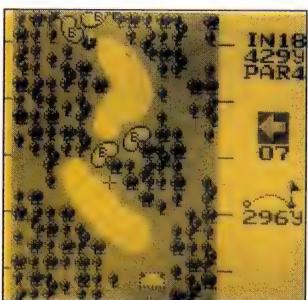
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**Welcome to the hints and tips page, designed to soothe your hot and bothered bods when your Game Boy is getting to be just too much to handle.**



### GOLF

**4** If you play a bad stroke, hold down A, B, START and SELECT. Your Game Boy will reset and start you at the same hole.



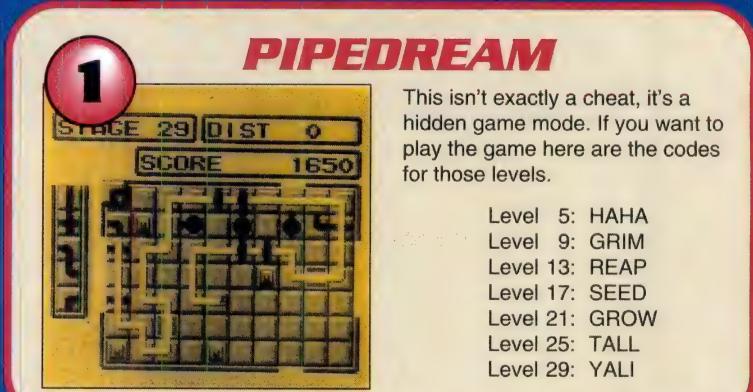
**13**



### HUNT FOR RED OCTOBER

In order to choose any starting level try this on the title screen: LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START.

In order to obtain 25 lives flip through the intro screens and upon reaching the map screen hold down A and B



### PIPEDREAM

This isn't exactly a cheat, it's a hidden game mode. If you want to play the game here are the codes for those levels.

Level 5: HAHA  
Level 9: GRIM  
Level 13: REAP  
Level 17: SEED  
Level 21: GROW  
Level 25: TALL  
Level 29: YALI

### BILL AND TED'S EXCELLENT ADVENTURE

**5**

Welcome dudes to a most triumphant game. If you want to visit all the locations then these are the codes for you.

Greece: ..... 555-4239  
England: ..... 555-8942  
Prehistoric: ..... 555-4118  
Shopping Mall: ..... 555-8471  
School Room: ..... 555-2989

The Abyss: ..... 555-6737  
Paradise: ..... 555-6429  
School Concert: ..... 555-1881  
The Cliff Place: ..... 555-6737  
Wild West: ..... 555-4239

**8**

### OPERATION C



On the title screen try entering this: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A. If you get it right you'll be able to play any level, except the last one.



### BUBBLE BOBBLE

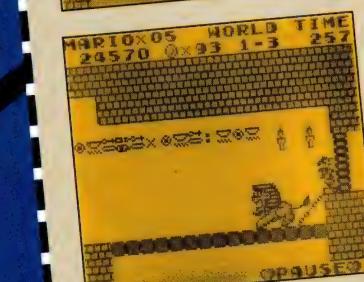
**9** Want to play any level going? Try entering KGBJ as the passcode, then pull LEFT or RIGHT to access the levels.



simultaneously. Then press and hold SELECT and push UP followed by DOWN. This also works by holding down A and B while pressing LEFT, RIGHT, SELECT on the map screen. Press and hold SELECT and push LEFT and RIGHT.

**NEMESIS**

**2** No infinite lives cheats for this one, just a huge gun that gets rid of everything in sight. Just pause the game and then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A.

**SUPER MARIO LAND**

There is yet another secret passage lurking in this fabulous game. You can find it by taking the second pipe in world 4.2.

After the lifts in world 1.2 there are three question marks, the second hides a life. Apart from that, in world 1.3 at the third set of stones, just before the sphinx, kill the sphinx with a super ball and break the stone. Then jump into the second hole where a lift will take you up to the second stage. There you will find a pipe through which you are advised to go.

Behind the fourth pipe in world 1.1, climb up onto the question mark and jump into the third pipe on the right of the screen. This will give you an extra life.

If you die, try holding down A and START together and you should begin from where you left off.

**6****WORLD CUP**

If you can't get through to the finals, here are some codes for you to try out.

Match 2: .....	22433	Match 7: .....	42933
Match 3: .....	03333	Match 8: .....	56133
Match 4: .....	53033	Match 9: .....	08633
Match 5: .....	36333	Semi Final: .....	08633
Match 6: .....	17233	Final: .....	01633

**BURAI FIGHTER**

**10** Here are some codes to get you through the ACE and the ULTIMATE levels.

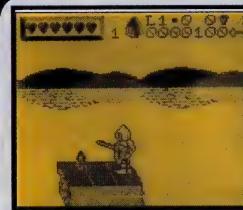
Ace level 2: GBHC  
 Ace level 3: .....MHCB  
 Ace level 4: .....CDMN  
 Ace level 5: .....KDPG  
 Ultimate level 1: .....GDCP  
 Ultimate level 2: .....LMCJ  
 Ultimate level 3: .....CCHL  
 Ultimate level 4: .....HFKP  
 Ultimate level 5: .....BNGN

**GODZILLA**

Want to hear all the game's sound effects? Then how about this gem – press all the buttons to reset the system, then reset it again. You should now be in the sound test mode. Move left or right on the joy pad and press B to hear the effects in all their glory.

**11****TEENAGE MUTANT NINJA TURTLES**

If you're having trouble with this one then try this out for a top-up of energy: UP, DOWN, LEFT, RIGHT, A, B.

**FORTRESS OF FEAR**

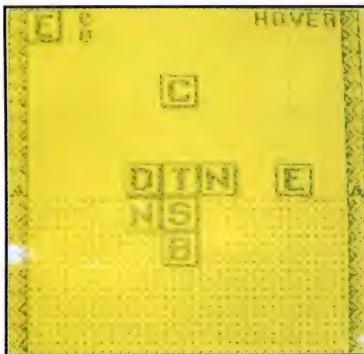
**7** Only a minor cheat for this one. To get an extra life straightaway as well as a key to open the chest try running LEFT instead of RIGHT when you begin the game.

**12****MERCENARY FORCE**

If you could do with some serious cash then this cheat's for you! While on the title screen try this: UP, SELECT, A, B, START and you'll get 10 times your initial cash. By moving RIGHT you'll be able to select the level you want to start on.

Want to see the any level of this cracker? Here are all the codes:

Level 1: .....LK**	Level 17: .....6K**	Level 33: .....QK**
Level 2: .....LP**	Level 18: .....6P**	Level 34: .....QP**
Level 3: .....LT**	Level 19: .....6T**	Level 35: .....QT**
Level 4: .....LZ**	Level 20: .....6Z**	Level 36: .....QZ**
Level 5: .....L3**	Level 21: .....63**	Level 37: .....Q3**
Level 6: .....L7**	Level 22: .....67**	Level 38: .....Q7**
Level 7: .....L ***	Level 23: .....6***	Level 39: .....Q***
Level 8: .....WF**	Level 24: .....FF**	Level 40: .....1F**
Level 9: .....WK**	Level 25: .....FK**	Level 41: .....1K**
Level 10: .....WP**	Level 26: .....FP**	Level 42: .....1P**
Level 11: .....WT**	Level 27: .....FT**	Level 43: .....1T**
Level 12: .....WZ**	Level 28: .....FZ**	Level 44: .....1Z**
Level 13: .....W3**	Level 29: .....F3**	Level 45: .....13**
Level 14: .....W7**	Level 30: .....F7**	Level 46: .....17**
Level 15: .....W***	Level 31: .....F***	Level 47: .....1***
Level 16: .....6F**	Level 32: .....QF**	Level 48: .....4F**

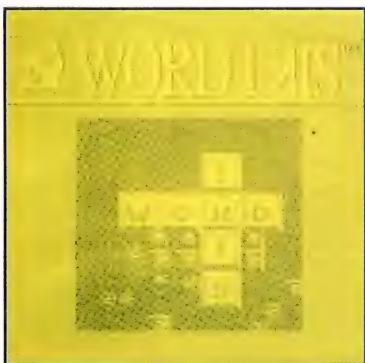


***Love it or hate it, you just can't ignore Tetris. Supplied with every Game Boy there's no way of escaping this particular avalanche of blocks. And now there's Wordtris. This one uses letters instead...***

# WORDTRIS

The simple game concept has been converted onto just about every computer format imaginable, enabling anyone into electronic games to play it. However, I bet you didn't know that the Game Boy version is heralded as the best of the lot!

If you loved the excitement of



Tetris you'll be raring to go on its successor, Wordtris! This time, instead of blocks falling from the top of the screen, you are presented with letters, hundreds of them!

What's more, rather than make lines, you have to form words!

#### **Lexical Wilderness**

The more words you make and the more complex they are, the more points you score – it really is as easy as that!

Watch those vowels and consonants drop as you desperately bid to spell a veritable plethora of lexical forms. Guess who's the one with verbal diarrhoea!

If you manage to spell a word the blocks concerned will automatically disappear, thus making way for new and even weirder ones.

Don't worry about Wordtris ever running out of material either; the game comes complete with a 50,000 word dictionary.

This will find even the most

obscure words. What exactly does zizith mean anyway?

Just like the original Tetris, Wordtris can be linked up and played by two people in a head-to-head duel to the death.

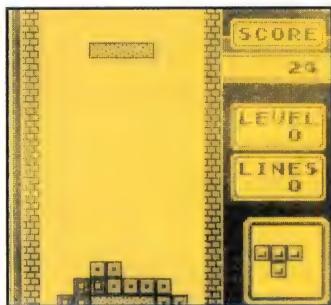
What's more, to make things even more interesting, the two-player mode includes extra features such as bombs, dynamite and even acid!

Programmed by Spectrum Holobyte, Wordtris is due for release towards the end of the year. Personally I can't wait.



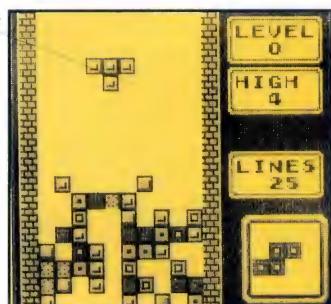
## Tetris Tips

Finding it hard to get those unbelievable high scores on Tetris? Are you a compete no-hoper when it comes to brick dropping? Follow these tips to become the best on the block (groan!).



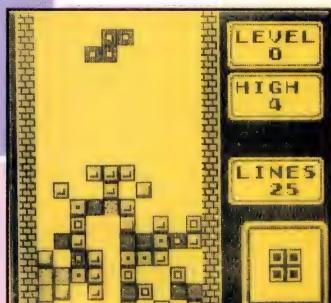
### **1. Connect Four**

Making lines will score you points, but for the really big bonuses try to make a Tetris which is four consecutive lines. This isn't as hard as it sounds. Leave either the far right or left column empty and build up the rest of the screen. As soon as a piece of 4 x 1 drops, slot it into the gap for maximum points.



### **2. Flat Tops Are Best**

Whenever possible, try and leave your top line as flat as possible. It's far easier to place new blocks on a flat surface than it is to juggle them around a craggy landscape!



### **3. Don't Panic**

If you are attempting to form a Tetris, don't get yourself into a flap if you don't get a piece of 4 x 1 straightaway. If you start to get near the top of the screen and things look grim, then drop an L-shaped block into the gap. It's far better to only score two lines than it is to wipe out.

## 20 Things You Never Knew About Tetris\*

1. Tetris is Russian.
2. So is Mikhail Gorbachev.
3. All the blocks in Tetris are no bigger than four squares.
4. Tetris is more fun than a thing that's a lot of fun.
5. Other non-Game Boy versions have exciting and provocative gameplay-enhancing backgrounds.
6. Tetris is like those old slider puzzle games you used to be able to get with 'Souvenir of Bognor' written on them.
7. Tetris is blindingly simple to play.
8. Two-player link-up Tetris is one of the most popular games in the office.
9. It's a shame no one's any good at it.
10. Tetris is available on everything.
11. If you haven't got Tetris then you haven't got a Game Boy so what are you doing reading this?!
12. Tetris is why most businessmen are late for all-important meetings.
13. Tetris is why most schoolkids are kept back in detention! Boo! Hiss!
14. Tetris is a good excuse for buying a Game Boy.
15. If you paid for Tetris the shop was ripping you off!
16. Watch out for Wayne's World at a cinema near you!
17. Would you like to subscribe to Amiga Action?
18. Tetris is a very nice game. A very, very nice game.
19. So is Terminator 2.
20. Erm... Tetris is Russian!

\*Well, you probably did know them, but we're going to remind you about them anyway!

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# BEETLEJUICE

## BEETLEJUICE PART 1

© 1991 The Geffen Film Company/LJN Ltd

GBA 52  
JUNE '92



### KEY

- Where you must stand
- Where enemy moves
- ✗ Watch out!

**Got problems with ghosts in your graveyard or horrible demons in your house? Well fear no more, because the Netherworld's only Bio-Exorcist, the ghost with the most, is here to rid the apparitions from your attic. Beetlejuice may be having problems finding Lydia in Asteroth's caverns, but read on for vital hints and tips on his quest...**

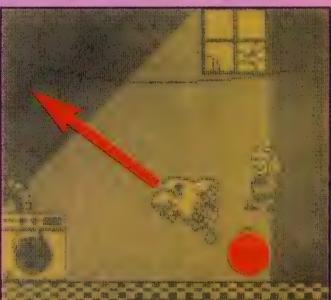
### THE LAUNDRY

1 You'll start the game in Lydia's house of horror, in the laundry to be precise. There are six spooks which hide inside the clothes. Two of them run along the floor, jumping every so often.

These are perhaps the easiest to destroy, simply shoot at them and when they get near you simply jump over them. Turn and repeat the process.

Another two start at the top of the scene before drifting down towards you, then return to their starting position. Once

again shoot at them when they come down at you, then leap over the ghouls when they are at their lowest. Turn and fire.



The remaining two will leap across the screen rather erratically. Walk underneath them and blast as they move away from you. Destroy all six and you'll have to face the guardian, the Bubble Ghost.

Stand on the right of the screen so that none of his bubbles get you. If you do get captured, tap button B rapidly in order to escape.

When he swoops down, jump and shoot once. It may take a while to destroy him but you'll come away unscathed



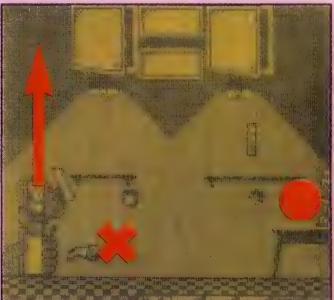
### THE KITCHEN

2 Onto the next scene which is up the stairs and off to the right. Try jumping up the stairs - you'll find you get up quicker and often avoid the falling

plates. If you tread on the third step they won't collapse and throw you down.

In the kitchen stand right on the edge of the screen to face Legal Evil. Fire at the tins and bottle which, if hit, should shoot across and wound the Judge. Timing is vital, as is avoiding the bones he throws at you.

If you stand on the far right you should easily avoid his shots by either jumping or ducking. Don't step onto the floor or the baby sandworm will attack!



## THE DEN

3



The den is virtually identical to the laundry because all six ghosts attack using the same three methods as the first trio of ghouls. Finish them off and head for the next scene, leaping up every second step to stop them from collapsing



## THE BATHROOM

5

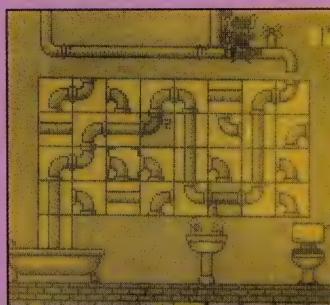
Having entered the bathroom you'll probably realise you must fix the pipes à la Pipedream and if you don't

hurry up you'll end up swimming to rescue the luscious Lydia!

The pause button is incredibly useful for this section, so make sure you use it well!

If you don't already know, hold down button A to move a pipe and just ensure you make use of the numbered pipes one and two.

As long as you use the pause tipette, there's no way you're going to run out of time



## THE BOILER ROOM

6

The next scene, the boiler room, is against the clock so

be quick. Make sure you don't catch any flashing drops because they're spooked and decrease the amount of blobs you've already collected.

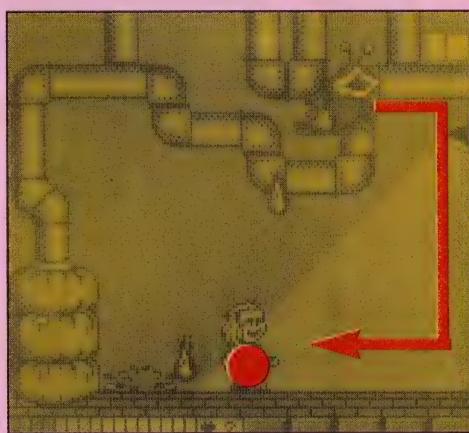
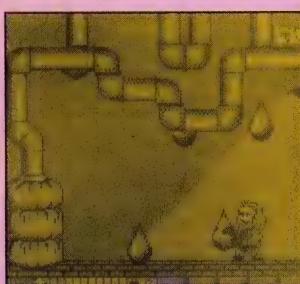
Collect enough drips and you'll be attacked by the drip monster.

When he drifts across the top of the screen, follow him from left to right, stopping when there is a gap in his water bombs.

When he reaches ground level, blast away before leaping over him, turning

and firing one more time. He will fire his watery shells four times, then just fly overhead once.

So long as you don't rush things you'll chip away at his energy piece by piece. You should easily defeat him



## THE HALLWAY



The hallway joins all the rooms together. The stairs can be tricky, but simply jump on every second step to stop them collapsing. To destroy the possessed statue, wait on the stairs, let it past, then jump up behind and blast it!

# BILL AND TED Game Boy ADV

## AUSTRIA 1805

1.1



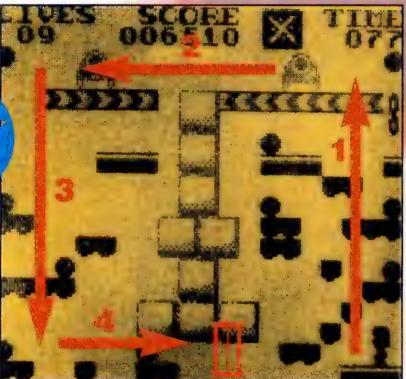
A triumphant victory is assured by using methodical patterns to bag the cannon ball-shaped time fragments. All you need to know is that the time machine appears at the top of the screen on the left

1.2

The first person you need to worry about is the non-heinous dude with the big hat. Move quickly my excellent friends and remember that the telephone box will appear in the middle at the top

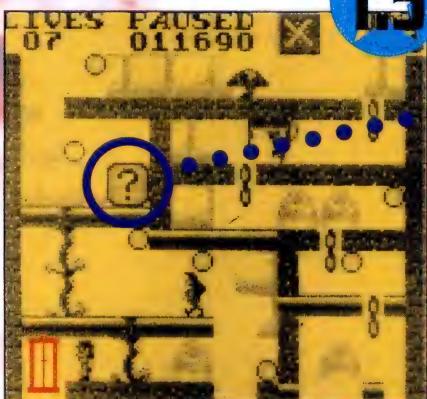
1.3

Getting to grips with the conveyor belts is easy. Just go with the flow dudes! Yet again this is very simple if you follow a straightforward route. You'll find the 'phone box on the top right



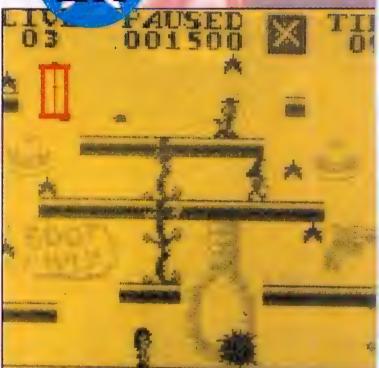
You start in the bottom right. Move up the right-hand side to the top, then move across the top to the left and down the other side. To reach the very bottom two balls, stand on one segment of the collapsing platform and fall through. Move to the single platform section to your right by jumping from the extreme far left. The time machine appears in the centre at the bottom

Go up the vine and get the two balls while avoiding the guard, then jump to the right and collect the ball by the wall. The wall will now disappear, allowing you to pass through. Now move right and up, all the way to the top, and then move down the left-hand side of the screen back to where you started. The telephone box will appear in the bottom left-hand corner



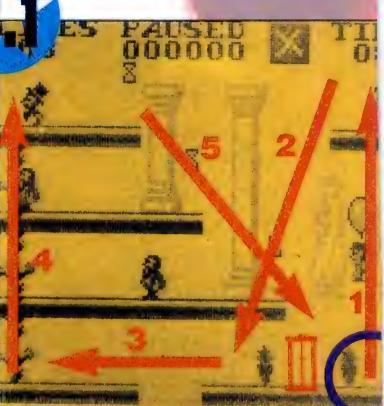
Greetings my most excellent, distinguished colleagues! The evil and most heinous dude De Nomolos has stolen fragments of time and scattered them throughout history. Bogus! Here is a guide showing you how to bag the first three sections.

2.1



Your first problem will be the tumbleweed which starts on the far right and moves left, bouncing every couple of seconds. To complete this stage just move around in an anti-clockwise direction. You'll find the 'phone box in the top left

3.1



Get the ? icon and press button B to inflate the balloon and float to the top of the screen. Collect the hourglass and then drop to where you started.

Now climb all the way up the vine on the left-hand side and collect the glasses from the top down. Note that the platforms disappear as soon as you collect the item!

The 'phone box should appear between the two torches at the bottom and you'll probably land straight on it!

### LIFE OR DEATH?

Collecting the question mark from here reveals an icon that flashes between a skull and another question mark. Collect the latter for an extra life

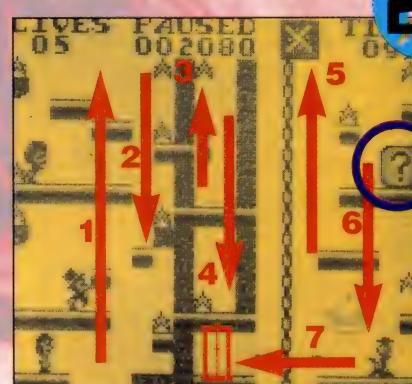
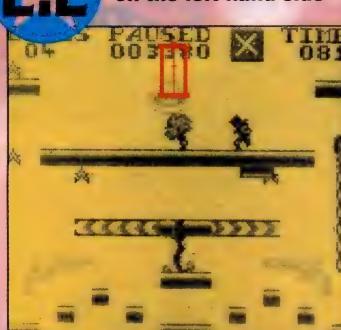
PS The phone box marks your exit from each level

# '5 EXCELLENT VENTURE

**NEW MEXICO 1879:  
PASSWORD 555-4239**

**2.1**  
Do the bottom two stars first then go up the right-hand side and jump over the two characters at the top. Try to jump Abe Lincoln first 'cause he moves slower. Then drop down and move up to the middle, not forgetting the arm in the box!

The box appears suspended in the middle of the screen on the left-hand side



**2.3**  
Get all the stars on the left-hand side first, you will notice that as you collect them different sections of wall will disappear. Afterwards, move up, drop down the middle and then back up the right-hand side of the screen. Now move down to the bottom right and you'll find that the time machine is in the middle at the bottom. Beware! Watch out for the gun man at the very beginning - you'll have to move fast!

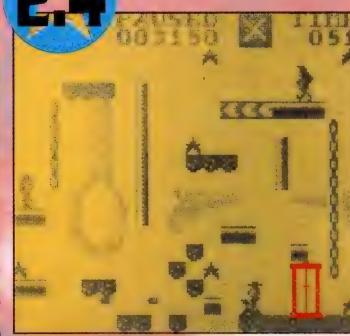


**2.5**



Work up to the top left and then drop down the middle. All you have to do next is work across to the right and then down the middle. You'll find the box in the bottom right-hand corner

**2.4**

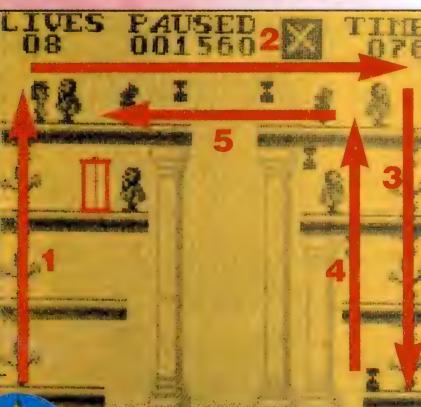


**2.6**  
Dead easy one this, follow these simple guidelines and you'll be most triumphant. Move up to the left and then jump down the steps. Now go up to the right and come down those steps. Next, collect the stars from the central platform and then make your way to the time machine in the middle of the first platform!

See LIFE OR DEATH? (right)

**ANCIENT GREECE 410 BC:  
PASSWORD 555-6767**

**3.1**  
A totally non-heinous level this one that will be over in a flash. Just go up, left, down, right and then back up again. Hey presto, you've done it! The exit is on the second platform on the left



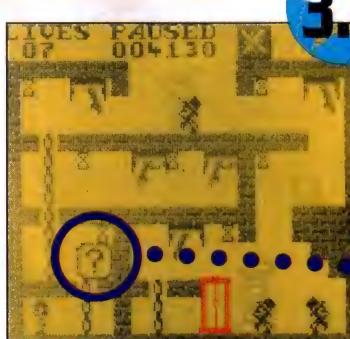
**3.3**  
Work along each level from the top to the bottom, making sure you collect every hourglass. If you're wondering about the one in the very centre of the screen you can jump up to get it!

If you fall from a platform you can't get back up because the levels are too far apart. You'll find the box in the bottom right-hand corner

**3.3**  
From the start point jump up to the right, up the ladder and then down onto the centre platform. Now go left and drop down before climbing the ladder and running left to right across the top platform. You should now find the 'phone booth in the top right



**3.4**



**3.5**  
Go up the first two chains into the large chamber. Avoid the hands and collect the glasses. Now go up to the top of the screen, hiding in the corner if you need to, and move across to the right. Jump over Abe and avoid the hand before dropping down to the ledge on the right.

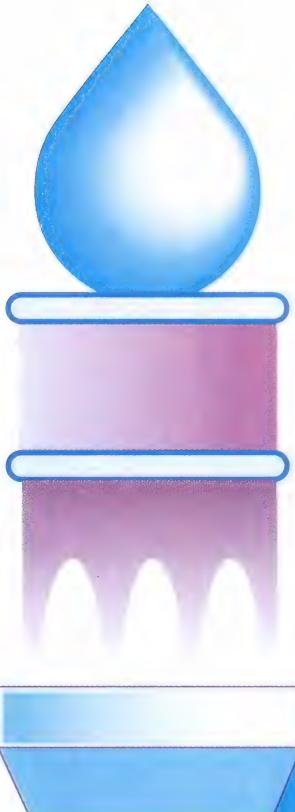
Time your next drop so you don't land on the two Abes. Nip up the chain and grab the last hourglass before dropping down to the booth which is just below you to the right

**GBA 55**  
JUNE '92

See LIFE OR DEATH? (right)

**3.2**

# PRINCE OF PERSIA



*For me Prince of Persia is the best Game Boy release since Tetris. It is difficult, addictive and has the most agile central character under the sun. The maps to each level would be so useful for the struggling player so that is exactly what I'm going to give you. Can you possibly hold your water in anticipation?*

## TIPS



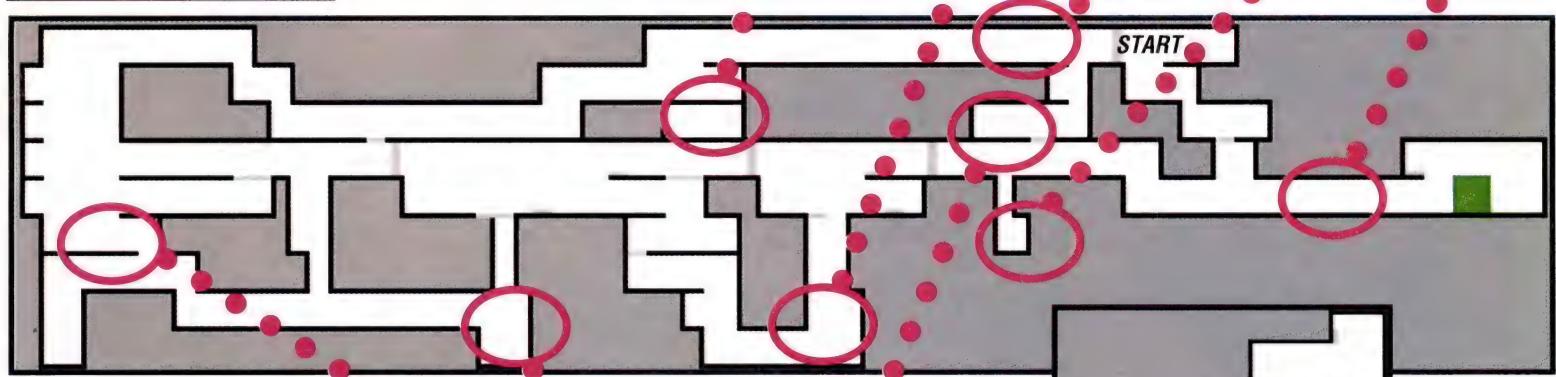
When fighting the palace guards it is best to stand your ground. The idea is to let them advance until they are in swiping distance, then show them your blade. When fighting the ghosts, push them backwards so after each hit it is advisable to take a step forward

CODES	
LEVEL 2	: 05760075
LEVEL 3	: 22617065
LEVEL 4	: 87109115
LEVEL 5	: 49031105
LEVEL 6	: 78333635
LEVEL 7	: NO CODE
LEVEL 8	: 13931795
LEVEL 9	: 07835785
LEVEL 10	: 23430454
LEVEL 11	: 97734444
LEVEL 12A	: 52622574
LEVEL 12B	: 41121564



You can jump through the metal jaws but time it well

## LEVEL 1



This level is basically a starter for 10, so to speak. All you do is run over to the left, get the sword and return to kill the guard, before exiting to level two

4

5

1

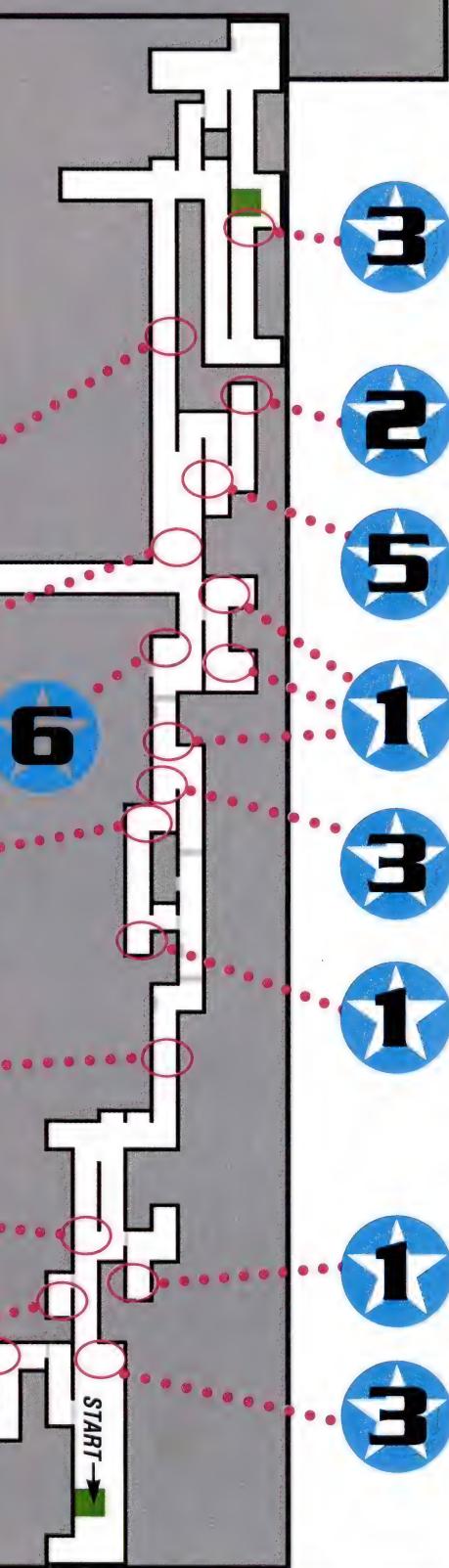
## LEVEL 2

Pretty basic stuff again with the only really difficult bits being the long jumps and killing the guards. There is a very risky jump right at the end of the level to watch out for

1. +1 Energy potion
2. Special potion
3. Palace guard
4. Sword
5. Floor spikes
6. -1 Energy potion
7. Steel jaws
8. Spiritual guard

KEY

5  
3  
6



JUNE '92  
GBA 57

### LOOK OUT!



Bottles can be good or bad so think before you drink (or look at the maps!)

The palace guard's skill will get better as you advance levels. On level three you'll meet a ghost which cannot be killed, only knocked down

# ...PRINCE OF PERSIA



GBA 58  
JUNE '92



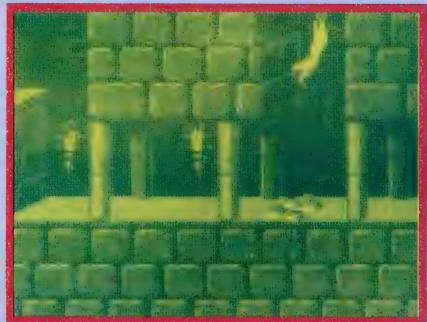
## LEVEL 3

*Speed is the name of the game here. Go right and climb up and hit the switch situated on the far right. As quickly as possible run to the left and you should just be able to get through the closing portcullis. The remaining section of this level is, on the whole, pretty straightforward*

*The only real problem here comes in the form of the slightly tougher guards. They may take you by surprise but don't worry 'cause you'll soon get the hang of them. The special potion on the far left allows you to last a little bit longer in battle*



*At the end of level four you'll find this little puzzle blocking your path. It isn't as hard as it looks - just jump at it*

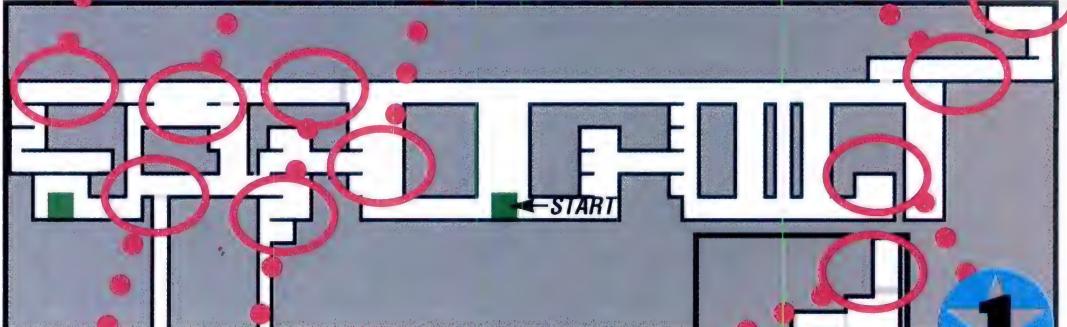


*To avoid losing energy by falling too far at the beginning of level one climb down through the hole and drop off, simple!*



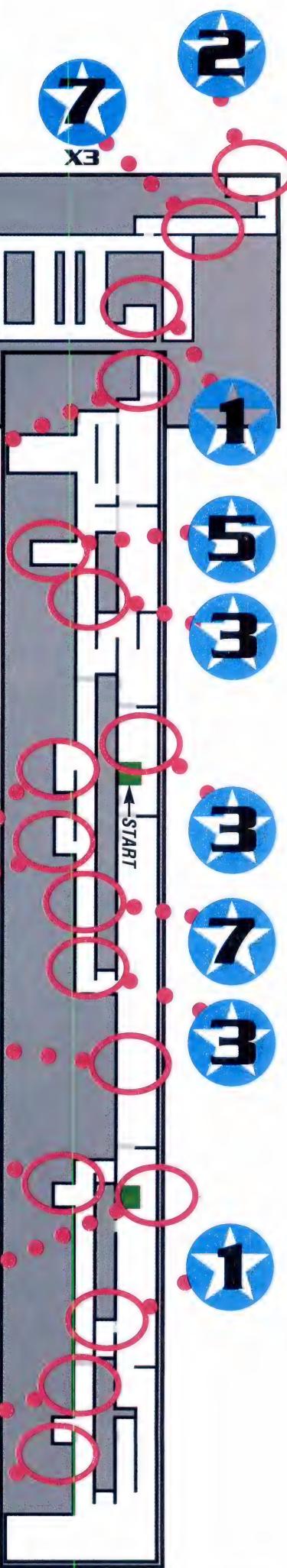
*When attacked by a ghostly guard don't stand and panic, simply try to push him off the edge behind him, which isn't easy*

7 8 5



8 1 2 & 7

## LEVEL 4



## LEVEL 4

1

5

5

3

7 1

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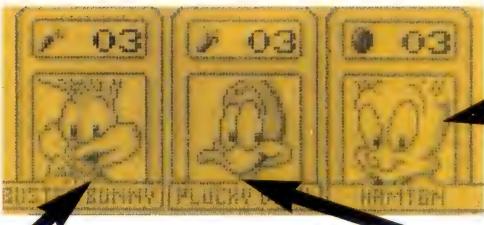
THE ACE OF N-FORCE — MORE TIP  
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SUPERSCOPE SUPER R-TY  
GETS SUPER OFF

# TINY TOON ADVENTURES



*Tiny Toons is one of the most fiendish, addictive and cute games you're ever likely to come across on the dear old Game Boy. So, here's the GB Action low-down on how to keep your ears a-waggle, your tail a-bobbing, and best survive in downtown 'toonville...*

## CHARACTERISTICS



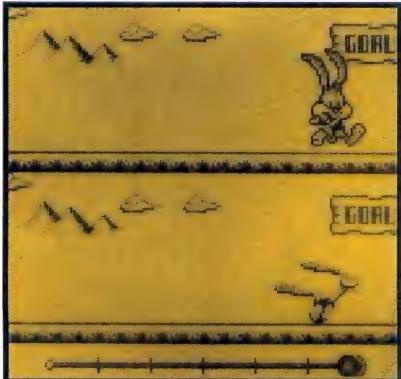
**Buster Bunny**  
As you would expect, the central character at the beginning of the game is generally the most useful when attacking a wide variety of nasties. His thrown carrots slightly arc and may be used with great effect against both flying and ground-based creatures

**Plucky Duck**  
He's particularly well suited for those tricky nasties hidden away above you. His thrown pineapples rebound like a boomerang and it really does take some practice to get used to. Useful to have in awkward situations

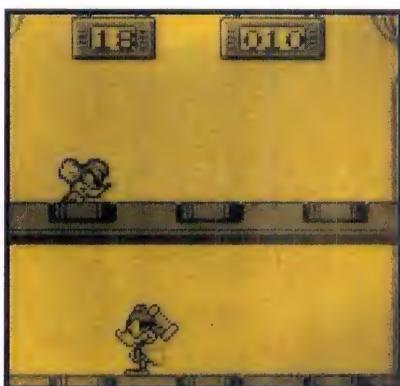
**Hamton Pig**  
The ultimate against ground-based creatures. His rolling water melons can get rid of the biggest of foes with the simplest of attacks. He's especially useful against the big nasties on top of the train



The two sub-games within Tiny Toons are more than a mere diversion; they're also an invaluable supply of extra lives, weapons and energy



Of course this is a tad tricky to beat. If you want to edge your bets, try racing Sweety. It's easier and you'll get an extra life for every victory



The Montana Mash is fun, but it's more expensive and less rewarding than the race. At 15 gems a throw it's only worthwhile for a bit of variety. The best possible tip is to go for Montana Max whenever he appears, but generally hit everything

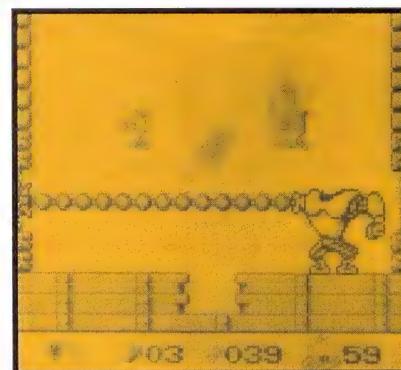
## SUB-GAMES

# BIG NASTIES



The first major league nasty you come across is the Pit Bull with his show of strength. Terrifying at first to you little chappies, but quite easy to beat when you know how.

He runs at you like a dog possessed, so simply leap over him. When he stops to preen himself, jump on his head. Repeat about six times and he'll give in

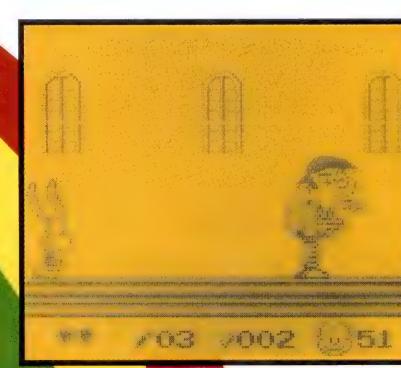


Later you come across the strange creature with splitting body parts. He throws a ball and chain, then splits either his head and his legs in succession.

Duck down in the recess and wait until his legs have returned to his body, stand by the edge of the recess and leap on his head. Run along the chain, then leap on it again as it returns. You need about eight attempts to beat him



Montana Max' body-guard is relatively easy to beat so long as you have more than a single energy bar. You're bound to lose at least the one, even with quick and extremely accurate leaps. He throws the bricks at you at an increasing pace. Avoid leap over these. Eventually the wall will come down and squash him. Peanuts.



At the end you face the insidious Montana Max, hopping around with nasty hook-skates. The trick is to wait in a corner until he does his three hops and shakes his head. Leap on him, then hide in the closest corner. Wait until he returns with his second jump, then jump straight up avoiding his skates. Keep on repeating this process until he gives in



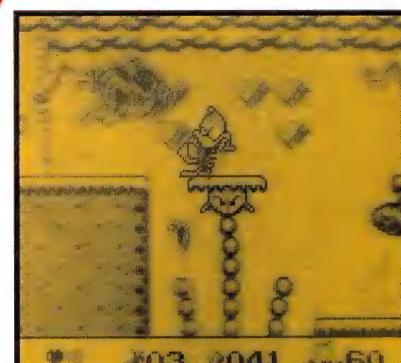
Foodie Dizzy seems a rather easy task at first, but you've got to be spot on in your leaps to free the food into his wallet. Once you've got the spot, try and keep him there with his various foodstuffs. The only problems are the empty palettes and the spiky grass. Avoid, and you'll be laughing



There are numerous nasty monsters which stand in your way. The most obvious is the rat creature. This rodent stops and starts in his movements, but is far more dangerous when he's carrying an anvil or an American football. As soon as you see him throwing this gem, run away to avoid being pancaked. Other things roaming along the ground are the armadillos. These aren't particularly difficult to kill off when they walk, but you've got to be able to leap quickly when they turn into fearsome spinning balls. Try to avoid them at all costs



The tunnels in the city section can be passed easily to get to the next sector, but it's worthwhile to map the network and check out the exits of all the tubes. Hidden away are lots of crystals and weapons, not to mention both gameplay areas



The forest is expensive on your lives when you first come across it. The platforms wobble, hornets and ghosts attack you, and fruit falls on your head (as it tends to do - thanks very much Newton). The star fruit can be avoided by leaping on the nasties' heads and trying to remain in that central position until they've landed. Don't pussyfoot around and you won't lose any energy

## PAIN IN BUTT



JUNE '92  
GBA 61

TRICKY AREAS

# GO ON... TELL US

We at *GB Action* will do our utmost to give you the kind of magazine you want. We shall use this survey to assess the type of readership *GB Action* has, and then attempt to adjust the content of the mag accordingly.

By helping us and responding to our survey you could win for yourself £100 worth of software, plus we can use the results and then build up a magazine to cater for what could become a wide and varied readership.

Fill in the survey and send it to the address below. Remember, you could be a winner!

**Go On... Tell Us, *GB Action*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

## 1. How old are you?

## 2. Which one are you?

- Male
- Female
- Vegetable

## 3. Are you at school, a student or working?

## 4. Apart from your Game Boy what other games machines do you own?

- Amiga
- Atari ST/STE
- PC Compatible
- Sega Game Gear
- Sega Master System
- Sega Mega Drive
- Nintendo Entertainment System
- Nintendo Super NES/Famicom
- Amstrad CPC
- Spectrum
- Commodore 64
- Atari Lynx
- Others (please state which)

## 5. What other computer magazines do you buy regularly (ie at least three out of four issues)?

## 6. How does *GB Action* rate compared with these?

- Not as good
- The same
- Better

## 7. What other non-computer magazines do you buy regularly (ie at least three out of four issues)?

## 8. Where did you buy your Game Boy?

- Computer shop
- Toy shop
- Mail order
- Other (please state)

## 9. How many games do you buy a month?

- Less than one
- One
- Two
- Three
- More (please state)

## 10. What is your favourite type of game?

- Platform
- Strategy
- Shoot'em-up
- Puzzle

## 11. What, if any, accessories do you have for your Game Boy?

## 12. What other topics would you like to see covered in *GB Action*?

## 13. What are your favourite bands and singers?

## 14. Where do you buy your games from?

- Computer shop
- Toy shop
- Mail order
- Other (please state)

## 15. How do you find out about the latest games?

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## 16. Where do you play your Game Boy?

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## 17. How did you find out about *GB Action*?

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## 18. Rate – Brill to Don't Bother – the following *GB Action* articles?

Brill	Good	Average	Poor	Don't bother	
<input type="checkbox"/>	News				
<input type="checkbox"/>	Game Review				
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<input type="checkbox"/>	Honest John's Hints & Tips				
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**Psssst! Have a problem you can't solve? Seek me out and I'll search my bottomless pockets of knowledge...**

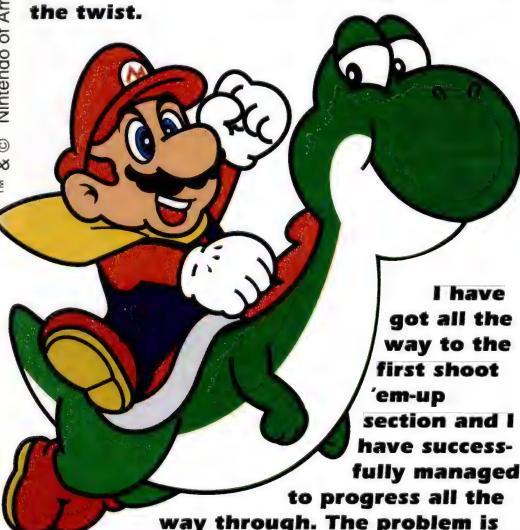
# Q&A



## MARIO MADNESS

**Help!!**

**A couple of months ago I bought the excellent Super Mario Land for my Game Boy and I think it is the best thing I've played for a long time. However, I have a problem which is really driving me round the twist.**



I have got all the way to the first shoot 'em-up section and I have successfully managed

to progress all the way through. The problem is that the monster at the end keeps

**on killing me.**

**Can you help me with my dilemma and please tell me the easiest way to kill this annoying beastie? I almost had my Game Boy confiscated at school the other day for playing it.**

**Gordon Johnson, Middlesex.**

**Bri: Well Gordy me old mate, you came to the right alleyway for your solution. Killing this nasty is actually very simple when you know how; all you have to do is sit in the bottom left corner of the screen and fire across.**

**Make sure that you are positioned high enough to hit the beast. Occasionally a bullet will head in your direction, simply move up or down and you will avoid it.**

## MARIO BROS

**Dear Brian,**

**Please help me. I'm stuck in that great game Super Mario Brothers. On world three, the Easton Kingdom, I simply cannot get past the end-of-level head, Hiyo! (or whatever).**

**Please tell me how to get past him 'cause his boulders keep on crushing me and I want to get further? I know you're the bee's knees when it comes to Game Boy games, so gimme a break.**

**Thomas Lee, Bolton.**

**Bri: Well then Tom, you can't be that accurate a player because if you were Super Mario or Superball Mario you could dash straight past him. I know because I've tried it!**

**However, if you're bog standard normal Mario you can still get past the 'orrible 'ead monster by jumping on the rocks as they fly towards you. Don't panic and jump on them one by one to pass him.**

## PERSIAN DELIGHT

**Dear Brian,**

**Please can you take that Game Boy out of your pocket and tell me how to get past the mirror image of myself on level 12 of Prince of Persia?**

**When you've done that can you please send me all the decent games you have or I'll be forced to kill you!**

**Victor Kyam, Newcastle.**

**Bri: Your petty and feeble threat has almost forced me to throw your letter in the trash can behind me, but the sheer enormity of your troubles made me think again.**

**This problem you have is one of the best puzzles in the game, and one which I managed to get past in a matter of seconds, 'cause I'm ace! Quite simply approach the said being and when you draw your sword put it away. Now leave before someone spots me!**

## WRITE TO

**Uncle Brian's Musty Dungeon, GB Action, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire SK10 4NP.**

## TROUBLE WITH T2

**Greetings,**

**Listen here now. I'm having a few problemas with the cool game, Terminator 2. (Dakka dakka dakka!) I cannot destroy the power generators on the first stage. Is there any chance of telling me the order in which they have to be shot? I hope you will cooperate. Hasta la vista, John.**

**Terence Erminator, Los Angles (2029).**

**Bri: Chill out, asshole. A tough cybernetic organism like yourself should have no problemas with the first stages, they're easy. Possibly one of your chips has blown, so I suggest you try shooting the power towers starting with the tallest first.**

**In other words, destroy the fourth generator first, followed by numbers one, five, two and finally three. Skynet's power lines will then be crippled, leaving you to attack the end-of-level HK, (Hunter Killer, stupid!).**

## R-TYPICAL



**The end-of-level guardian has a set of deadly balls which must be avoided at all costs**

**Bri, mi old mate,**

**I wonder if you could help me on R-Type? I believe I'm right at the end of the game with the guardian throwing out indestructible balls. Unfortunately, having little energy left, I can't defeat it. Is there a sure-fire way of success?**

**Patrick Stevens, Glossop.**

**Bri: Yes, you have reached the final guardian but I can't help you with the energy problem. Ignore the balls by clinging to the far left edge and wait until the guardian's maw opens. Every time this happens let rip with a mega blast.**

**Keep it going until the fireworks start. You'll have then completed the game so you'll have to fork out a few more quid for your next one. Psst... I'm doing a nice line in (snip! Enough of that..).**

JUNE '92  
GBA 63

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**Now's your chance to tell the world what's what with your Game Boy. Want to air your views and share your problems? Write to: Forum, GB Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

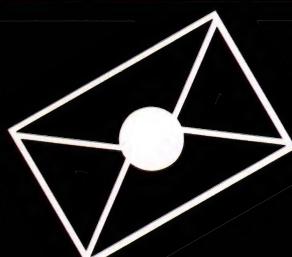
### Passing Fad?



Dear GB Action, With the recent surge of interest in the Game Boy it is becoming increasingly evident that it is considered somewhat of a fashion item. I am concerned it will burn out in the not too distant future.

If this is the case how much support will there still be for the little machine, and will magazines such as your own still be as eager to continue coverage?

**Mavis Gangemeister, Clacton.**



Dear Ed, I'm writing to you about the dull subject of that rather tedious little box. Yes indeed, the Game Boy, an electronic device that has possibly overtaken the Walkman as both a fashion item and irritant of

## STAR LETTER



Dear Ed, I have had my hand held for two years now. Although I rate it, I do find that you have to play it in the correct conditions.

## Give Me a Break

Fluorescent lights make my eyes hurt and although sitting in the garden makes for a brilliant display it does get a little cold in winter.

I'd like to know what the best accessories I could buy are in order to enhance my Game Boy.

**Norman Winstanley, Macclesfield.**



Well sonny, I too find that the Game Boy screen can sometimes cause problems. I reckon that my trouble is my eyesight, last time I visited the

optician he told me that I should use the bottom of a couple of milk bottles when wanting to look at small things!

The Light Boy system will illuminate your life and magnify your screen, try and get your grubby mitts on one of those!



# Forum



Oh deary, deary me Mavis! You are living in cloud-cuckoo-land aren't you! You really don't think that we would neglect your lovely little toy do you?

As far as I'm concerned the Game Boy will get as much support as it deserves until there comes a time when all interest seems to fizzles out completely.

In the meantime, why don't you stop being so sad and utterly boring and just get on with playing your games like everyone else.

### Bathtime Frivolity



Hi there, I've got a little a predicament and I want to tease your brain for a solution. I love to play my Game Boy in strange places, but I still haven't found a way to enjoy Tetris in the bath.

I'm quite good at it but when I place a block in the wrong place I tend to throw the Game Boy across the

room. However, my hand held usually ends up sparking in the water, leaving it useless. Any ideas?

**John Everett, Norwich.**



I wouldn't recommend you playing with your hand held in the bath; can you imagine how you'd look after scoring over 100,000 on Tetris? Your mum would think you'd turned into a Californian raisin!

However, if you can't stop yourself then why not wrap it in a see-through polythene bag?

### Waste of Money



Dear Ed, My dad keeps complaining about the money I spend on games. He's glad you're here to tell me about the best games, £25 is a lot to spend on inferior products.

**Steven Hollins, Wimbledon.**



I agree that most games are over-priced, imagine paying that much for a square piece of plastic! But you have to consider the manufacturers for they can't make a profit otherwise.

# VIEW TOON WITH THE

GBA 66  
JUNE '92

## Reviews

July's going to be a scorcher, and no mistaking! We're busy lining up reviews of the latest and greatest Game Boy reviews. Issue two will be so packed there'll be standing room only. GB Action will be bringing you the low-down on all the up-to-the-minute games around.

Get lost in a madcap caper with the inimitable Mr Do... gasp at ghoulish goings-on with Dr Franken, plus oodles more!



## Previews

We also bring you the latest, behind the scenes peak at some of the hottest new titles:

Step into the ring with the hard-hitting preacher of the boxing world, George Foreman... put the pedal to the metal with the spectacular Rally Boy... try out the unmissable humour of Joe and Mac, Caveman Ninja... and try out the classic action of the mighty Bomb Jack.



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**Don't miss  
Issue Two's  
Freaky  
Freebie!**



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## Player's Guides

Conquer Bill and Ted's Excellent Adventure... destroy Skynet and save the world in Terminator 2... fight for your life as you initiate Operation C... get to save the girl in Prince of Persia... blast your way through the Fortified Zone...

We take a trip to chez Jason Kingsley and his company, Electro Magnetic, to gasp in awe at his conversion of the atmospheric Blade Warrior.

Whatever happened to those timeless arcade games like Centipede and Asteroids? We finally track them down in our Classic Games feature.



## Features

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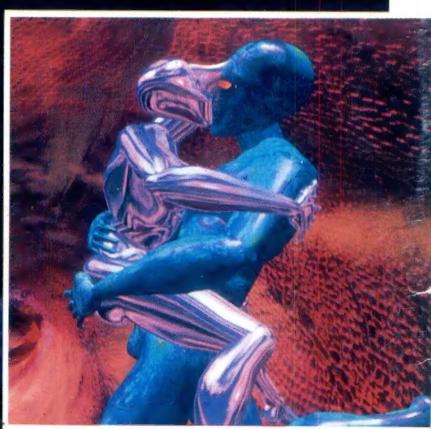
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JEFF FAHEY

PIERCE BROSNAN



God Made Him Simple. Science Made Him A God.



# STEPHEN KING'S THE LAWNMOWER MAN (15)

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